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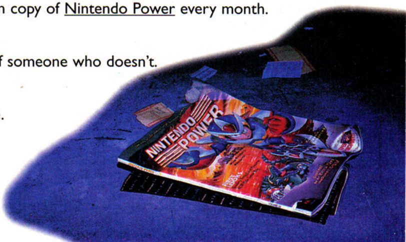

*Canadian residents pay $25 Canadian funds.

CONT

WeaponLord

What is the one thing missing from most fighting games? Weapons! Our WeaponLord feature will teach you how to properly handle all of the sharp and pointy weapons in the game. Remember, don't run while carrying sharp objects!

20

KILLER INSTINCT

Hold on to your quarters. The ultimate fighting game in the arcades is about to debut on the Super NES...and it's a killer version of KI!

48

EARTHBOUND™

Join our young hero, Ness, as he sets out to save the world in Nintendo's latest Role Playing Adventure! EarthBound is an unusual adventure set in a bizarre version of modern day earth. Aliens are taking over the world, and only young Ness can stop them!

•Welcome home, Ness.
•It's not necessary to talk about it tonight.

10

ENTS

the project is a reality

Talking about the ultimate...the Nintendo Ultra 64 is unveiled in an exclusive for Nintendo Power readers. The future of video gaming never looked so good.

108

STAR TREK: DEEP SPACE NINE

Nintendo Power travels to the edge of the known universe looking for adventure! Join the action onboard Star Trek: Deep Space Nine and you'll find all of the adventure you desire. Dangers abound in this feature!

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PLAYER'S PULSE

About the new changes in NP's appearance? They're great! Anyone who doesn't think so is a fool. Flip through the pages! You just gotta love the depth of those cool graphics. Oh, and I absolutely adore the new Epic Center for us adventure players. But just one thing ... Where are the comics?

BETH LEE
LINDEN, NJ

What happened to the comics? Your comics were one of the things that kept me reading your magazine. I think they're really cool and you should keep them going. If you guys make another comic it should be about DK Country or the Secret of Mana.

RICK WAGNER
KODIAK, AK

Thanks for the two thumbs up, Siskel and Ebert—er, Beth and Rick! Seriously, you may see a new comic in future issues. However, most readers tell us they want us to pack each issue with as many tips, strategies, and industry scoops as possible.

First of all, I want to say that I love your magazine. I have only one problem with it. Your letter section needs to be totally redone. When I read it, it sounds like the magazine is written for 8-year-olds. I mean, I don't want to read how peoples' dogs read your magazine or who can make a loaf of bread that looks like a Game Boy. I want to read some more interesting letters. You need to talk about what is going on in the gaming world. Print letters that are more controversial, you know, something that will spark an argument. People eat it right up!! BASH the competition (Sega and Sony). Your system, the SNES, is far better than the Genesis and 32X, so make it known. Your upcoming Ultra 64 will totally annihilate Sega's "Next Level" and Sony's PlayStation.

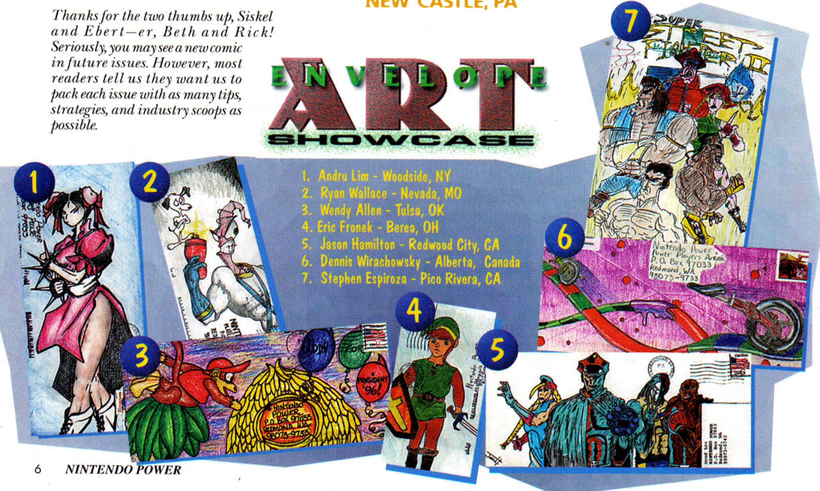
RICK INNOCENT
NEW CASTLE, PA

Nintendo
POWERFEST '94
FREE PLAY

Mario waves to Nintendo Power subscriber Scott Zelenka of Cary, NC, (third from right) during Nintendo PowerFest '94. Say "Hi," Scott!

ENVELOPE ART SHOWCASE

1. Andru Lim - Woodside, NY
2. Ryan Wallace - Nevada, MO
3. Wendy Allen - Tulsa, OK
4. Eric Fronek - Berea, OH
5. Jason Hamilton - Redwood City, CA
6. Dennis Wirachowsky - Alberta, Canada
7. Stephen Espiroza - Pico Rivera, CA



In the first great adventure,
You traveled the lands,
With white and black wizards,
And fighters in clans.

In the second epic journey,
You laughed and you cried,
You got re-united,
With people who had died.

In the third and best one,
You learned Espers and spells,
And you even beat monsters,
Who store lightning in shells.

And even though the first two,
Were great to me,
None will be as good,
As Final Fantasy III!!!

CHRIS HART
PORT ORCHARD, WA

TOP 10

EXCUSES TO USE WHEN A RENTED GAME CAN'T BE RETURNED

10. I'll pay for the game. Not!!
9. I confess! What are you going to do—Put me in jail?
8. I gave it away as a present.
7. Someone took it.
6. I lost it.
5. My dog ate it for breakfast!
4. The game didn't work.
3. My little brother sold it.
2. The game blew up!
1. I used it as a science project!

DEBBY HUNG
PARIBO, SURINAME

REASONS TO BUY SEGA INSTEAD OF NINTENDO

10. Ummm...
9. Just a minute...
8. Sega gives you...err...
7. They're...ahhh...
6. I can't think of any more reasons. Never mind.

CHRIS AMIS
COLLINGWOOD, ON

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

CALLING ALL ARTISTS!
Let your imaginations run wild! Send us your best Play It Loud! Game-Boy and Killer Instinct creations. Drawings, photos, sculpture — the more off-the-wall, the better!

NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
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I just beat the Illusion of Gaia, and am very upset with the ending. I always thought that Will and Kara would fall in love or kiss or something. When they were stuck on the raft for a month they started getting feelings for each other but when it came to the end—nothing! (But for a sad ending it was still pretty good.)

MELISSA McCULLOCH
ST. LOUIS, MO

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VOLUME 73 - JUNE 1995

Nintendo Power is published by Nintendo of America Inc. Nintendo Power is published at $47.40 per year in the U.S.A. ($59.40 in Canada) only by Nintendo of America Inc., 4820-150th Ave. N.E., Redmond, WA 98052.

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POWER CHARTS

1

2

Fight
Blitz
Magic
Item
SABIN 1349
SETZER 1847
EDGAR 1603
CELES 1634

3

SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	DONKEY KONG COUNTRY	1	8
2	FINAL FANTASY III	2	6
3	THE LEGEND OF ZELDA: A LINK TO THE PAST	3	41
4	SUPER METROID	4	14
5	NBA JAM TOURNAMENT EDITION	5	5
6	EARTHWORM JIM	6	8
7	MEGA MAN X2	7	4
8	SECRET OF MANA	11	17
9	KIRBY'S DREAM COURSE	17	2
10	WEAPONLORD	NEW	1
11	MORTAL KOMBAT II	8	9
12	FINAL FANTASY II	10	37
13	SUPER MARIO KART	16	29
14	EARTHBOUND	NEW	1
15	SIMCITY	NOT RANKED	20
16	AEROBIZ SUPERSONIC	NOT RANKED	2
17	ILLUSION OF GAIA	12	7
18	NBA LIVE '95	18	5
19	TRUE LIES	NEW	1
20	KEN GRIFFEY JR. PRESENTS MLB	19	14

GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	1	26
2	DONKEY KONG LAND	6	5
3	METROID II: RETURN OF SAMUS	5	42
4	TETRIS	7	33
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	9	32
6	WARIO LAND: SUPER MARIO LAND 3	4	12
7	DONKEY KONG	2	13
8	KIRBY'S DREAM LAND 2	NEW	1
9	MORTAL KOMBAT II	8	6
10	MARIO'S PICROSS	NEW	1

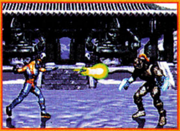
TOP 10 PUZZLES

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	TETRIS	GAME BOY	JUN. '89
2	MARIO'S PICROSS	GAME BOY	MAR. '95
3	DR. MARIO	GAME BOY	DEC. '90
4	SHANGHAI 2: DRAGON'S EYE	SUPER NES	FEB. '93
5	BREAKTHRU!	GAME BOY	JAN. '95
6	YOSHI'S COOKIE	GAME BOY	APR. '93
7	TETRIS 2	GAME BOY	DEC. '93
8	TETRIS & DR. MARIO	SUPER NES	DEC. '94
9	BUST A MOVE	SUPER NES	MAR. '95
10	KIRBY'S AVALANCHE	SUPER NES	FEB.'95

MOST WANTED

Nintendo Power readers have announced their wish list. These games and systems are hot enough to give you a third-degree burn! If you want to be heard, be sure to send in the Player's Poll card in this issue.

1. KILLER INSTINCT (NU 64)
2. MORTAL KOMBAT III (SUPER NES AND NU 64)
3. NINTENDO ULTRA 64
4. DOOM (NU 64)
5. VIRTUAL BOY
6. DIDDY KONG
7. DONKEY KONG COUNTRY (SUPER NES)
8. FINAL FANTASY III (SUPER NES)
9. MEGA MAN X2 (SUPER NES)
10. SUPER GAME BOY

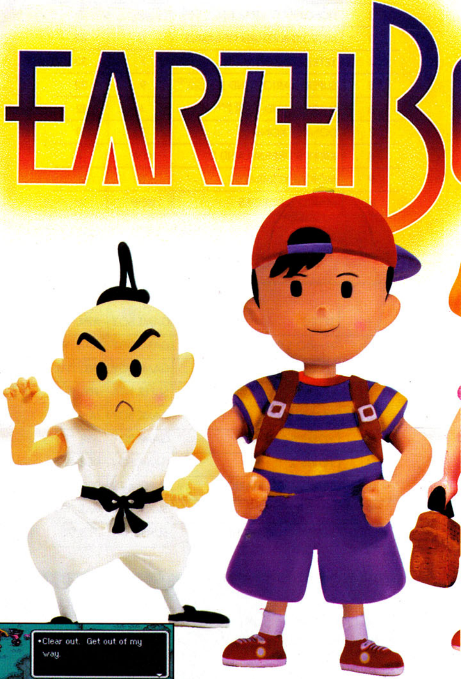


HALL OF FAME

Do you have an all-time favorite game? Here are two of the classic titles that have topped the charts for months on end!

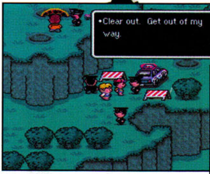
GAME	MONTHS ON THE CHARTS	HONORS
BATTLETOADS	37 MONTHS	Zits, Pimples and Rash slugged it out with the Dark Queen's forces in this popular NES entry.
MEGA MAN VI	10 MONTHS	NES fans couldn't get enough of the Blue Warrior. In this go-round, he fought off an evil army of robots.

EMERGENCY...SPECIAL BULLETIN.

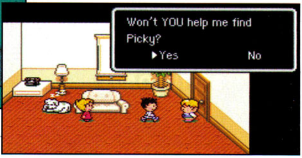


This special Epic Center in–depth report looks at an invasion of epic proportions. The scenes from Nintendo's new EarthBound depicted in the following pages may shock you, stun you, and leave you wriggling and gasping like a beached trout. We suggest psychiatric guidance for readers who continue beyond this point.

WHEN DREAMS LEAD TO MADNESS, WHO WILL WAKE YOU FOR BREAKFAST?



•Clear out. Get out of my way.



Won't YOU help me find Picky?

▶Yes No

What can be said about EarthBound? In simple terms, it is a 24 megabit RPG housed in plastic with battery backed-up memory, three slots for separate game files and about 40 hours worth of mind-bending play. We use the term "play" in the loosest sense, for there is nothing innocent about this game in spite of its charming appearance.

When the first players tentatively popped this "game" into their Super NES consoles, they were instantly infected by what has come to be known as the EarthBound Phenomenon. Mentally transformed into video game heroes, they actually believed that they were battling the alien force called Giygas. Those victims lucky enough to be unplugged went through weeks of denial during which they often attempted to use their fictional PSI powers and ray guns from the game world. Many reported flash-

.. EMERGENCY

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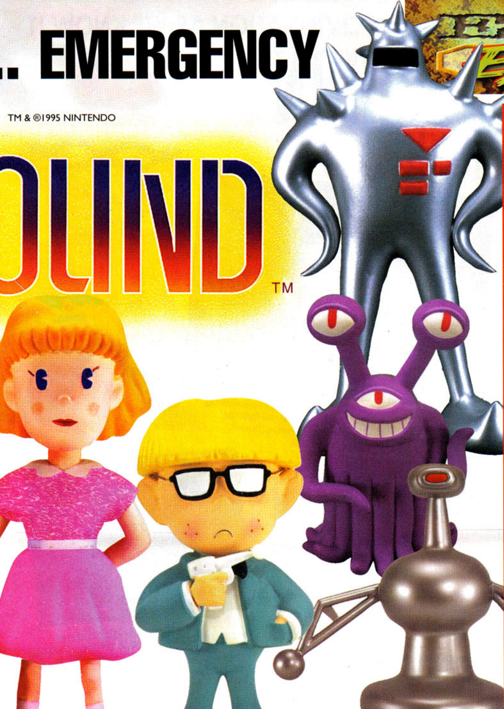
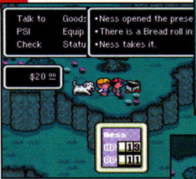




•Ness opened the prese
•There is a Bread roll in
•Ness takes it.

•Wha-!
•Oh!
•You woke me up...

•Wha-!
•Oh!
•You woke me up...

backs in which they scavenged through garbage cans, rode atop sea serpents, battled post-modern art and called home to their mothers on a regular basis. But the true scope of the horror was not realized until one recovering victim was discovered singing the blues on a bus headed out of town. Please, help us end the suffering. Just say, "No More!"

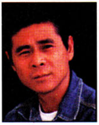
EPIC EXTRA

EXCLUSIVE INTERVIEW

THE MAN BEHIND THE METEORITE

SHIGESATO ITOI

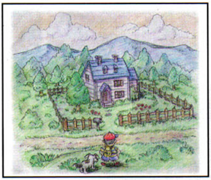
PROFILE
- Age..............................37
- Home...................Tokyo
- Profession ....
  Writer, TV personality, game designer
- Favorite Food
  Strawberry, Tofu, Glove Fish



In an exclusive, trans-Pacific interview, Epic Center gets the scoop from Shigesato Itoi, the author of EarthBound.

You may not have heard the name Shigesato Itoi (pronounced E-Toy) before, but his face is familiar to millions of Japanese TV viewers and his articles have been published in Japan's major magazines. His many talents have also taken him down more unusual paths such as the creation of EarthBound.

Itoi began his career as an advertising copy writer for Seibu, a major department store in Japan. His television ads won numerous awards, drawing the attention of the public and giving him new opportunities. One of the most famous of his ads starred Woody Allen in a non-speaking role. His more recent television credits include several series of hour-long shows covering popular or quirky topics. Itoi develops the concepts of the show then acts as the host. He has covered sports, explored ancient mines and, most recently, gone fishing in famous fishing holes around the world.



HOW EARTHBOUND WILL DESTROY CIVILIZATION AS WE KNOW IT

ONETT & TWOSON

plus Happy Happy Village

Onett—average, suburban town or root of all evil?

Onett seems like an average American community. But no. In Onett, dogs run off their leashes, crows attack children and policemen are rude. It is here where the glowing meteorite lands and the infection of Giygas first spreads. Some players, even after undergoing reverse brainwashing, demand that Onett be wiped off the face of the earth as the source of all evil, not to mention an awful odor that smells like old athletic socks.

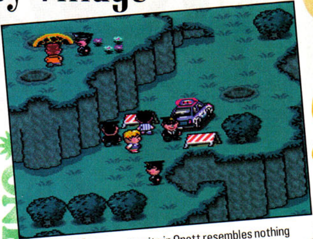
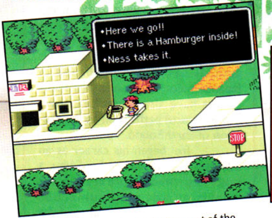


Exhibit 1—The meteorite in Onett resembles nothing so much as a giant, alien pizza! Experts agree that the dark areas represent burnt pepperoni while the red regions are, undeniably, tomato sauce.



•Here we go!!
•There is a Hamburger inside!
•Ness takes it.

Exhibit 2—What better indictment of the game than this telling shot of Ness, the hero (and role model, mind you) reaching into a garbage can, discovering a burger, and eating it? Note the lack of any reference to napkins.

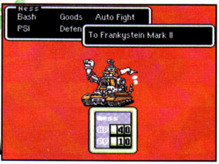
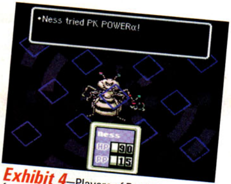
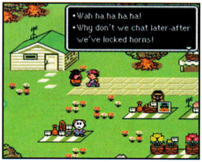


Exhibit 3—Not only does EarthBound advocate the violent overthrow, humiliation and ultimate taming of infected victims, it does so without apology or compassion. When will the taming end?



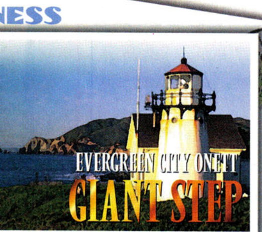
•Ness tried PK POWERα!

Exhibit 4—Players of EarthBound are forced to use horrific telekinetic powers. In this scene, Ness crushes his opponent with the comparative destructive force to an ant with a ten ton boot dropped on its head.



•Wah ha ha ha ha!
•Why don't we chat later-after we've locked horns!

Exhibit 5—Lawless behavior is seen everywhere in EarthBound. The pictured park in Twoson has been taken over by brazen merchants.



Dear Mom & Dad:
Having lots of fun. Visited Giant Step and squashed an enormous ant. Keep sending money. Love, Ness

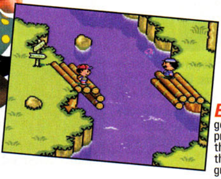
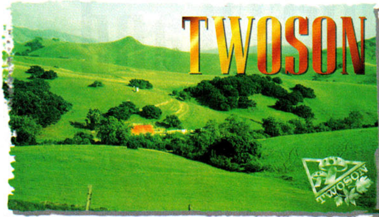


Exhibit 6—Danger and a general disregard for safety precautions can be observed throughout the game. Note the gratuitous lack of guardrails.

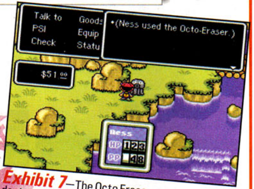
From NESS



Dear Mom & Dad: Weather's great in Twoson. Deposed ruthless cult leader and rescued a girl in a dress. Think I'm in love. Ness
P.S. She wore the dress.

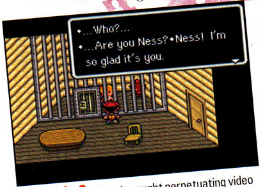
Twoson —no where near Arizona.

The player's experiences in and around the town of Twoson underscore the dire peril that awaits careless gamers who wander into EarthBound. The ominous metaphor of Mr. Carpainter and his mindless cult followers can be seen as a warning to players. It is painfully clear. EarthBound itself seeks to overthrow your mind, dress you up in a purple robe and send you outside to paint a cow blue. Be strong! Resist!



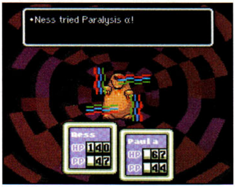
•(Ness used the Octo-Eraser.)

Exhibit 7—The Octo Eraser presumably destroys an octopus-shaped barrier. But is there a subliminal message here? Experts believe that players may develop allergies to many mollusk species after extended game play.



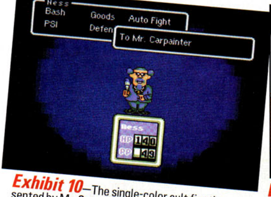
•...Who?...
•...Are you Ness?•Ness! I'm so glad it's you.

Exhibit 8—Ness is caught perpetuating video game stereotypes time after time. In this case, Paula, as a self-empowered woman, would surely prefer to rot in prison rather than to be rescued by a chauvinistic runt like Ness.



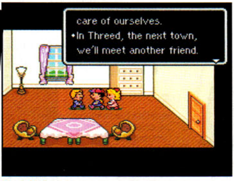
•Ness tried Paralysis α!

Exhibit 9—Reports from EarthBound recovery centers indicate that the fierce attacks of this mutant mole have scarred patients so deeply that many refuse to cross stretches of dirt without the protection of an M1 battle tank.



To Mr. Carpainter

Exhibit 10—The single-color cult fixation represented by Mr. Carpainter's addiction to blue could set a dangerous example for impressionable players. Imagine the horror of a world run by a mad EarthBound veteran who loves pea green.

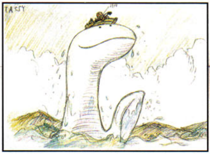


care of ourselves.
•In Threed, the next town, we'll meet another friend.

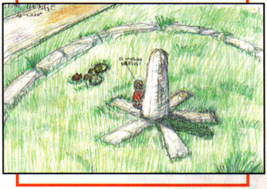
Exhibit 11—Many players report a sense of loss when they are unplugged. "My best friends were all in there," says one recovering Bounder. "I left my dog behind," says another. Save yourself the pain. Don't play this game!

SHIGESATO ITOI, cont.

Mr. Itoi might be said to be the Japanese equivalent of columnist Dave Barry. Itoi's column in a popular Japanese magazine takes a light-hearted look at issues and events around the world. But his most lasting fame comes from his work in television. Several years ago, Itoi hosted a popular sports news series. As a devoted fan of the Tokyo Giants baseball team, he vowed to shave his head if the team failed to win the Nihon (Japanese) Series. Well, they didn't and he shaved his pate on national TV. Next year, challenging the fates once more, Itoi boldly announced that if the Giants didn't win, he'd shave his head again. Luckily, they came through.

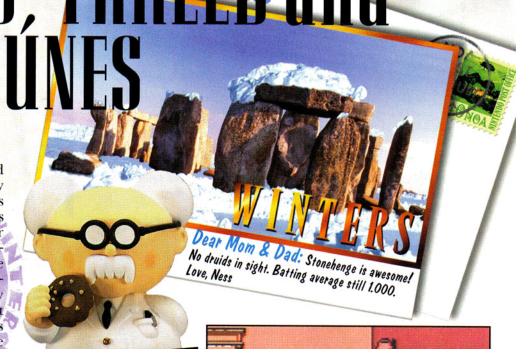


Perhaps the quirkiest of his TV series was his exploration of Mt. Akagi, the site of a 500 year old gold mine. With cameras and a national audience in tow, Itoi explored the mines that burrowed into the flanks of this mountain in search of the legendary motherlode. He never found the treasure, but the effort has been commemorated in EarthBound with the gold mine in Dusty Dunes Desert.



FURTHER EVIDENCE OF THE TOXIC EFFECTS OF EARTHBOUND

WINTERS, THREED and DUSTY DÚNES



Dear Mom & Dad: No druids in sight. Stonehenge is awesome! Batting average still 1.000. Love, Ness

Science-fiction and fact mangled for gratuitous fun

The quirky uses to which science and technology are put in EarthBound may seem innocent, but the fact remains that such undiluted silliness causes chronic hiccups in laboratory rats, or at least should. Dr. Andonuts is portrayed as a clown of science, while the race of Mr. Saturns bears no resemblance to any researcher currently alive and standing in this room. But more damaging by far are the notions that players get from the game. More than 22% of players now believe in UFOs, 37% believe in time travel, and a whopping 86% believe that pizza can be delivered anywhere in the world within 30 seconds. Such beliefs threaten to shake the very foundations of our modern world.

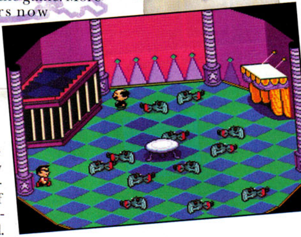


Exhibit 11—What you see here is the death of freedom. One sheet of Zombie Paper has incapacitated an entire population of urban living dead. The zombies have no defense, no chance, no hope.

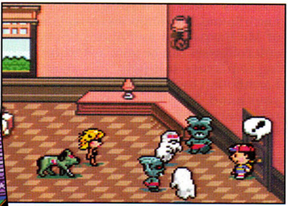
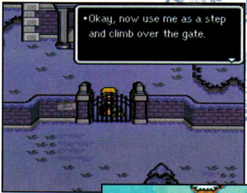


Exhibit 12—A shocking disregard for privacy is exhibited by players as they explore. "You gotta go in," says one player. And what do they do in these rooms? "You take stuff that you find, and sometimes you get beat up."



•Okay, now use me as a step and climb over the gate.

Exhibit 13—Truancy. Witness the act of one Jeff Andonuts who breaks curfew and steals off into the night. On closer examination, it can be seen that Jeff has neither a proper winter coat nor mittens!

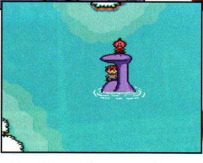
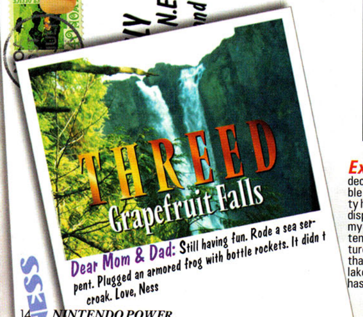


Exhibit 14—For decades the responsible scientific community has worked to dispel such ridiculous myths as the existence of huge, creatures with long necks that live in northern lakes. Alas, that effort has gone to waste.



Dear Mom & Dad: Still having fun. Rode a sea serpent. Plugged an armored frog with bottle rockets. It didn t croak. Love, Ness

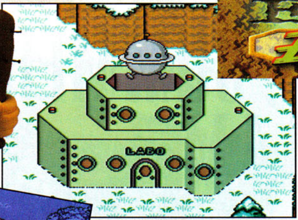


Exhibit 15—EarthBound players not only report seeing UFOs, they also claim to have ridden in them! Air Force spokespersons suggest that these deluded people have probably just been abducted by weather balloons.

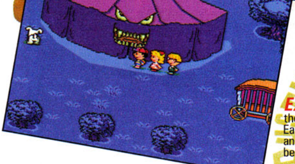
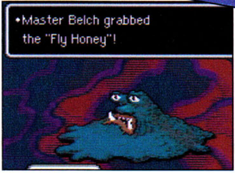
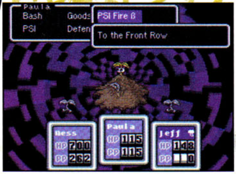


Exhibit 16—The evil circus tent marks the grave of innocent fun. Thanks to EarthBound, every elephant, every acrobat and every man wearing a sequined jacket will be suspected of evil doings.



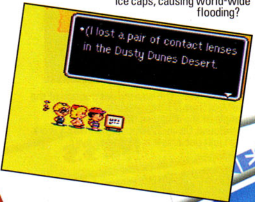
•Master Belch grabbed the "Fly Honey"!

Exhibit 17—Fly Honey, a compound unknown to the EPA, is shown here being fed to Master Belch. Could this toxic substance seep into the soil, poison rivers and melt the ice caps, causing world-wide flooding?



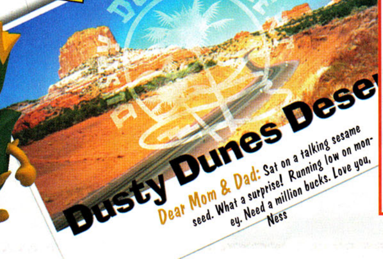
Ness HP 700 PP 262
Paula HP 115 PP 115
Jeff HP 148 PP 0

Exhibit 18—This venerable Sprout has been alive since the days of the mastodon, but demented EarthBounders roast it with their PSI Fire. Fortunately, there are condiments in the game to cover the appalling lack of taste.



•(I lost a pair of contact lenses in the Dusty Dunes Desert.

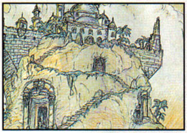
Exhibit 19—The carelessness of a myopic individual is no excuse for defacing the desert with this sign. Unrestricted signage is one of the great plagues of the Twentieth century. Help clean up EagleLand.



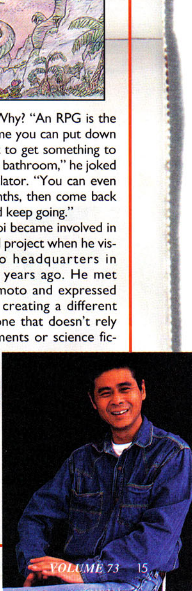
Dear Mom & Dad: Sat on a talking sesame seed. What a surprise! Running low on money. Need a million bucks. Love you, Ness

SHIGESATO ITOI, cont.

So how does a famous TV host and writer become a video game author? According to Mr. Itoi, it all began ten years ago when he fell in love with Super Mario Bros. He loved playing the game, even though he admits that he's not very good at it. He thinks the characters and challenges of SMB are great, and he loves Shigeru Miyamoto's creations, but he prefers to play RPGs. Why? "An RPG is the only kind of game you can put down when you want to get something to eat or go to the bathroom," he joked through a translator. "You can even drop it for months, then come back to the game and keep going."



Mr. Itoi became involved in the EarthBound project when he visited Nintendo headquarters in Kyoto several years ago. He met with Mr. Miyamoto and expressed his interest in creating a different kind of RPG, one that doesn't rely on fantasy elements or science fiction. "I wanted to create a game with real characters—characters whom players would recognize in the people around them."

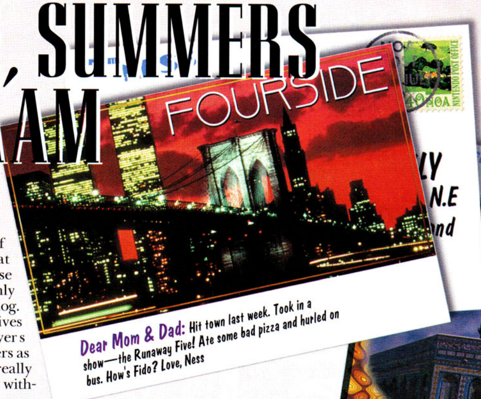


EARTHBOUND THREATENS FAMILY UNIT

FOURSIDE, SUMMERS and DALAAM

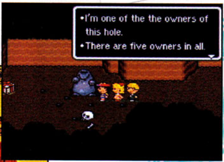
The promise of exotic, foreign locations seduces unsuspecting players.

EarthBound holds out the promise of excitement, travel and adventure, but at what terrible cost to the player? Many lose interest in the real world, stopping play only long enough to eat dinner and bathe the dog. Families become divided, husbands and wives fight over game time, children hog the Player s Guide. It's easy to condemn these Bounders as crazed, psychotic epic junkies, but is that really the case? Research has shown that players without any RPG experience are just as likely to succumb to the forbidden pleasures of EarthBound as seasoned veterans.



Dear Mom & Dad: Hit town last week. Took in a show—the Runaway Five! Ate some bad pizza and hurled on bus. How's Fido? Love, Ness

Dear Mummy & Dad: The c
into the swamp tomorrow. Expect le
P.S. Pizza arrived late, again!



•I'm one of the the owners of this hole.
•There are five owners in all.

Exhibit 19—Mole skins command a high price, but the indiscriminate slaughter of giant moles must cease. Players delude themselves that it's all a game, but it's no game to those shivering, naked moles.

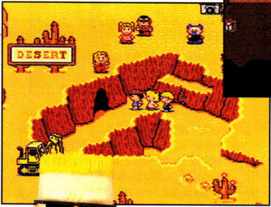
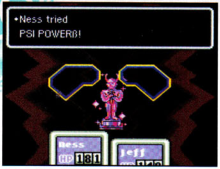
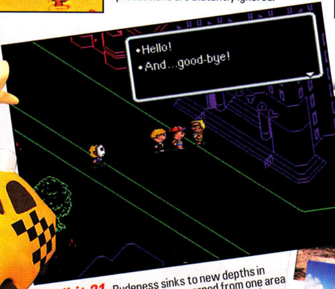


Exhibit 20—Most governments have condemned open-pit mining as environmentally indefensible, but EarthBound laughs in the face of sound mining practices. Furthermore, all safety precautions are blatantly ignored.



•Ness tried
PSI POWERβ!

Exhibit 22—The wanton destruction of the Mani Mani Statue in Moonside is just another example of the madness that reigns in EarthBound. Do civilized people destroy a work of art just because it is a focus of evil?



•Hello!
•And...good-bye!

Exhibit 21—Rudeness sinks to new depths in Moonside. Players report being warped from one area to another just when they were getting to like the place. Etiquette in Moonside is so bad that people say yes when they really mean no.

NESS
SUMMER

De
Sun,
attac
club.
Wish
now. L

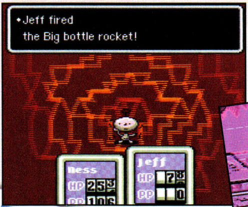
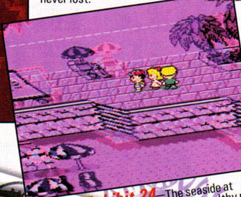

•Jeff fired
the Big bottle rocket!

Exhibit 23—The use of bombs, bottle rockets and other explosive weapons can hardly be justified by the excuse that they are used in self defense, because characters in EarthBound are never lost.



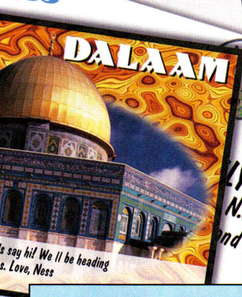

DALAAM
s say hi! We ll be heading
s. Love, Ness

Exhibit 24—The seaside at Summers may look like a healthy place to play, but reports of sunburn, harassment, and bootleg gelato paint a darker picture. Like EarthBound itself, Summers conceals dark secrets.

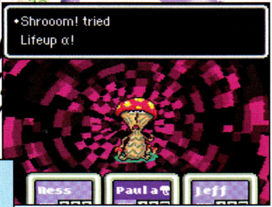

•Shrooom! tried
Lifeup α!

Exhibit 25—EarthBound advocates playing with your food, breaking one of the most ancient taboos known to man. Here we see Ness, Paula and Jeff cruelly toying with a giant mushroom before slinging it in the frying pan.

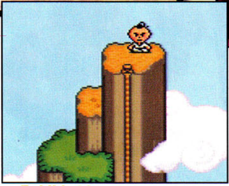


Exhibit 26—Only Prince Poo is on a higher spiritual plain in EarthBound, but even his lofty soul will be dropped in the muck by the unspeakable events that take place in EarthBound.

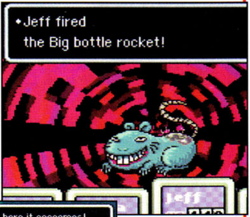
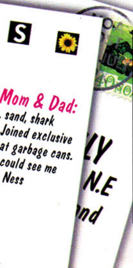

•Jeff fired
the Big bottle rocket!

Exhibit 27—The Plague Rat of Doom is just one of many instances in which EarthBound glorifies disgusting vermin. Rats, bats, bugs and slugs all slither and scurry throughout this depraved game.



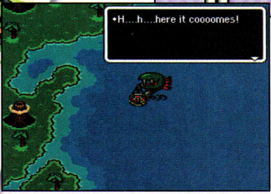
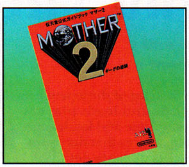

•H....h....here it coooomes!

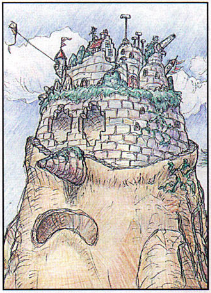
Exhibit 28—The Krakken, a mythical sea serpent, displays callous disregard for human life in EarthBound. But the truth is that most mythical beasts are less of a danger to people than a slick bathroom floor.

SHIGESATO ITOI, cont.

After his meeting with Miyamoto, Mr. Itoi met with Mr. Yamauchi, president of Nintendo Company Ltd., who gave his blessing to the "Mother" project. From there, Itoi teamed up with a company called Ape in Tokyo. Ape is best known for its books on video games, but their artistic talents perfectly matched Itoi's vision for Mother, as EarthBound was called in Japan. He knew from the start that he wanted to do something new and different. "I didn't want to create a game by the numbers," he told us. "Instead of putting the game in a fantasy setting, I wanted to use ordinary places."



The first game was developed for the 8-bit Nintendo Entertainment System, but that version never came out in the U.S. The current version of EarthBound for the Super NES retains many of the features of the NES original, including the sense of humor and artistic style.



EARTHBOUND MAY BE A HAZARD TO YOUR NOSE

SCARABA, DEEP DARKNESS and THE LÓST UNDERWORLD

The end is nigh. Repent now!

The final leg of the journey in EarthBound leads players into such vile and loathsome circumstances that decorum prevents us from detailing them here. Let it be said simply that you will experience horrors like dinosaurs, aliens, time travel and photo albums. In the end, players face the ultimate indignity of losing their humanity when they are transformed into robots. What sort of game turns young heroes into mere mechanical droids? Where will it all end? Act now or one day soon you may wake up to discover that you have become a cellular phone.

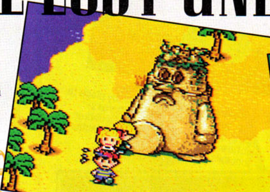
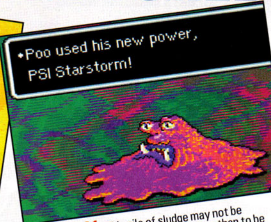


Exhibit 30—The journey into the Scaraba desert without taking proper precautions, or at least an air conditioned Land Rover, may cause players to sweat like pigs and see frightening mirages following them.



•Poo used his new power,
PSI Starstorm!

Exhibit 31—This pile of sludge may not be attractive, but surely it deserves better than to be torched by Poo. What this game needs is a PSI Friendship power so that monster and man may live in harmony.

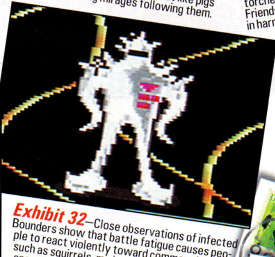
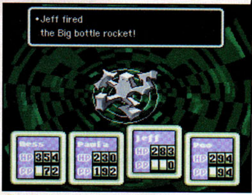
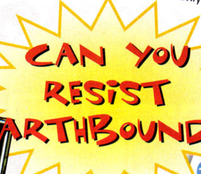


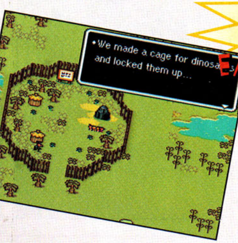
Exhibit 32—Close observations of infected Bounders show that battle fatigue causes people to react violently toward common things such as squirrels, mini-vans or heavily armed space robots.



•Jeff fired
the Big bottle rocket!

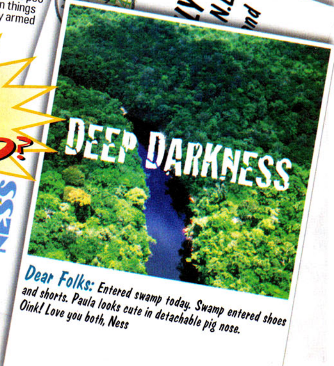
Exhibit 33—More shocking revelations! EarthBound character Jeff Andonuts blasts Electro Specter with illegally obtained bottle rockets, cheating the government out of vital tax revenues.



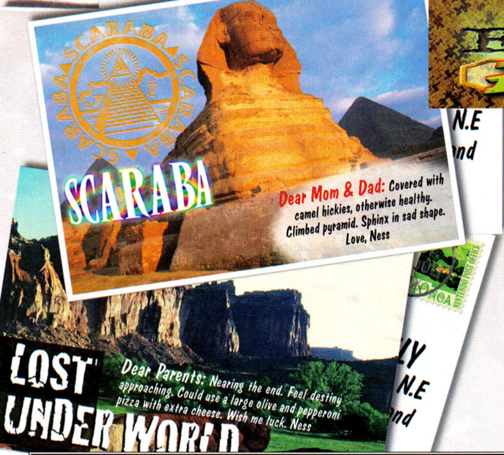


•We made a cage for dinosa
and locked them up...

Reality is so twisted in EarthBound that these villagers believe that everything surrounding them is in a cage. Recovering players also exhibit signs of false perceptions—wearing their pants on their heads and so forth.



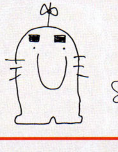
Dear Folks: Entered swamp today. Swamp entered shoes and shorts. Paula looks cute in detachable pig nose. Oink! Love you both, Ness


SCARABA
Dear Mom & Dad: Covered with camel hickies, otherwise healthy. Climbed pyramid. Sphinx in sad shape. Love, Ness
LOST UNDER WORLD
Dear Parents: Nearing the end. Feel destiny approaching. Could use a large olive and pepperoni pizza with extra cheese. Wish me luck. Ness
N.E
nd
LY
N.E
nd
NOA
NINTENDO POST OFFICE

SHIGESATO ITOI, cont.

When Mr. Itoi was growing up in Japan, he used to watch American TV shows. "Everyone would get together to watch shows like Lucy, Gunsmoke, Flipper, The Beverly Hillbillies and Twilight Zone. That was our picture of America—Father Knows Best and Leave It To Beaver. I love to think of America as a place like that." You can see fragments of that America everywhere in EarthBound, from the funny enemies to the manicured lawns. This game, conceived and programmed in Japan, is a tribute to the younger, gentler United States of the '50s.

Mr. Itoi ended our conversation with a comment on the differences between the U.S. and Japan. "In Japan," he said, "everyone strives to be the same, to look the same, do the same things and even think the same. What I like most about America is that everyone is an individual." This amazingly creative and individualistic Japanese man is already working on his next project—a video game, about fishing.



糸井重里

Shigesato Itoi

THIS BOOK STINKS, TOO

Not only does the game of EarthBound reek like some foul creature of the sewers, but Nintendo has made the product even more repulsive with the Player's Guide that comes packaged with the game. Inside the book, you'll find a page of scratch-and-sniff cards bursting with odors from the game. The concept of Smell marketing reaches a new low with this campaign. Your nose will be offended, your friends will keep you out of their homes and your dog will probably eat the book. Ask yourself, is it really worth it?

EARTHBOUND
Nintendo
PLAYER'S GUIDE
The complete guide to EarthBound

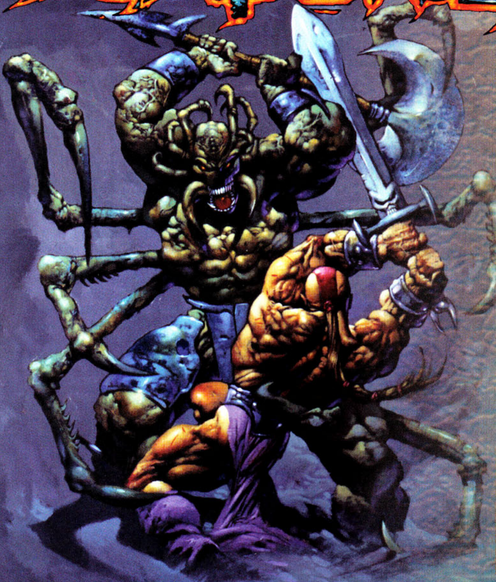
SAVE $15

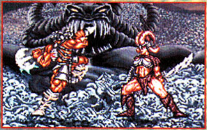
EARTHBOUND TAKES HUMAN TOLL

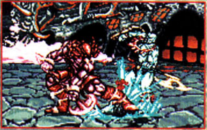
Yes, it's true that the Player's Guide is an $11 value, filled with every map and strategy needed for players to complete the game. But its true purpose is to seduce players into the world of EarthBound. Once you've entered, you will be caught like a zombie on Zombie Paper. How many innocent players have been lost so far? The numbers rise daily. Save yourself while you can. It's, it's, it's coming sooooon!

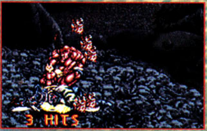
EARTHBOUND
Only For Nintendo
BONUS INSIDE
FREE PLAYERS GUIDE
SUPER NINTENDO
ENTERTAINMENT SYSTEM

WeaponLord



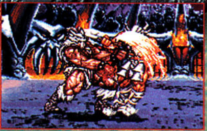


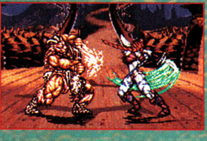




A Whispered Prophecy

The DemonLord Zarak reigns over all the land; the broken remains of vanquished warriors are testimony to his bloody rule. Zarak challenges anyone to stand against him in one-on-one combat. A prophecy foretells of a child born under the blood-red skies of a Warrior's Moon. The fate of the land rests on the shoulders of the chosen one—the WeaponLord. Namco's password backed, twenty-four megabit fighting game is a guaranteed hit with street fighting game fans. In addition to an entertaining Story mode, players can spar against one another in either Arcade or Vs. Mode. Namco twists the street fighting game theme by equipping each warrior with medieval weapons. While this initially seems like a rerun of an overdone theme, WeaponLord's wide assortment of hidden tricks, secret moves and bloody surprises keep players fighting for more.



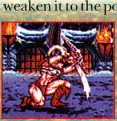


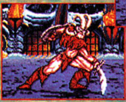
WARRIOR TRAINING

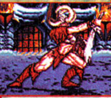
A warrior's training is long, arduous, and never complete. Players may select one of six combatants to embark on this difficult journey. Each gladiator possesses a wide variety of unique moves and attacks. Warriors may block, utilize combination attacks and finish foes with fatalities. Experiment with each character in Player vs. Player mode and determine which combatant best suits your style of play. You can even play as Zarak the DemonLord—just don't let the other warriors pummel you off your throne.

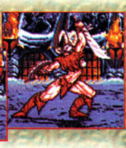
The Blocks

WeaponLord includes a feature that allows fighters to parry or block an onslaught of blows landed by an opponent. If you time this defensive move properly, you won't take any damage. Blows absorbed by a weapon or shield push a character backward. The stronger the blow you inflict, the less preparation time you need to strike again. Repeated blows to a weapon can weaken it to the point of breaking.





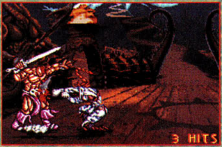


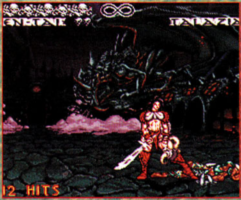


Anticipate and block your foe's attacks from a variety of stances. Parry against your opponent and exploit an opening. WeaponLord rewards the warrior that demonstrates superior knowledge, skill and timing.

Multi-Hits

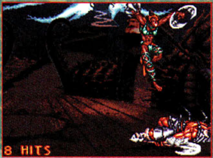
Combinations, or a series of blows landed in quick succession, are big scoring hits in this game. Use combination attacks to keep your opponent reeling until defeated. The best combination attacks are in the form of special moves, but keep in mind that combos leave you vulnerable to a devastating counterattack by your opponent. Learn more about combinations on the following pages. Consult your game manual or Option Screen for controller configurations.



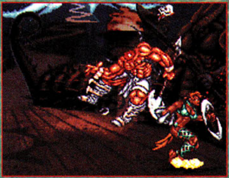


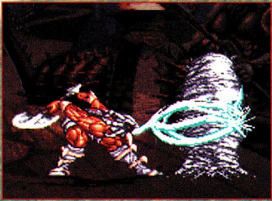
Fatalities

Finish the battle for good by gutting or decapitating your opponent—a fate no player wants to lose their head over. WeaponLord is full of these final gruesome touches. Players disc over fatalities by executing a special move as their opponent bounces to the floor. Death Blows and Death Combos are not for the faint of heart. One glimpse of a rolling bloody skull or spattering entrails can ruin your lunch. Most fatalities are difficult to enter and require timing, practice, and experience to master. Pushing your opponent into a corner prior to attempting a fatality increases your chances of gory success.



Eeeew! Someone lost their head in another bloody fatality! Dexterous victors can elect to gut or decapitate their vanquished opponent. Fans of Conan the Barbarian and Red Sonya will feel at home in WeaponLord's primitive and bloody environment.



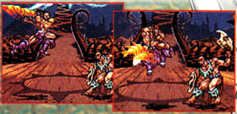


KORR

Korr is the future leader of the primitive nomadic Tribe of Tarok. Years ago his twin brother, Kang, was captured during a raid on the village. Now Korr is scouring the land for his missing brother and the renegade raiding party. His hunt for revenge leaves him deeply embroiled in Zarok's bloody tournament.

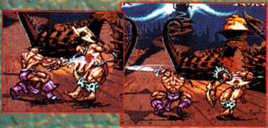
360

Korr's massive flaming sword is legendary throughout the land. Few moves in the arena are more intimidating than the barbarian's 360 Air Frenzy attack. This lethal aerial display of flame and flesh is useful in stopping air assaults by your opponent. To execute a low 360 Air Frenzy, Hold BackThrust, Toward, Up, Up-Toward. Catch some additional air in a high 360 Air Frenzy by holding BackStrike, Toward, Up, Up-Toward.



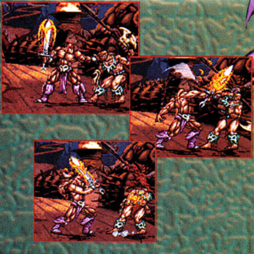
Double Over

Also known as the Gut Slash, this deadly uppercut quickly reduces your opponent to gory mush. Press Back, Down-Back, Down, Down-Toward, Toward, and ForeThrust or ForeStrike. Be aware that the opening of this attack exposes Korr to quick thrusts from your opponent.



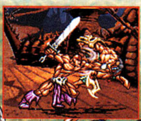
Firestorm

Light up the night and your opponent with the Firestorm attack! This flaming sword move is great for landing a four hit combination on an unwary enemy. Hold ForeThrust or ForeStrike, then press Up, UpToward, and Down. This is one of the easiest (and coolest) combinations to learn in the game.



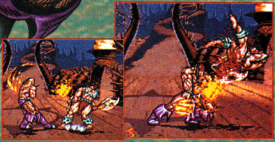
Power Push

Nomads don't like crowds, and Korr has a unique method for maintaining his own personal space. Stand close to your opponent and press Toward, Down-Toward, Down, Down-Back, BackThrust. Another variation of this move is Toward, Down-Toward, Down, Down-Back, BackStrike. This attack is great for temporarily knocking the wind out of your enemy.



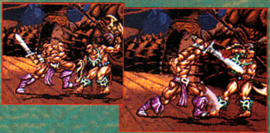
Double Flame

This is another flaming sword technique utilizing an undercut approach in a two-hit combination. Hold BackThrust or BackStrike, then press Down, Down-Toward, Toward and Down. While not as impressive as the Firestorm attack, this combo effectively neutralizes incoming low blows from the opposition.



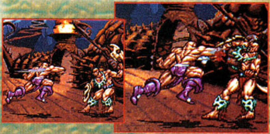
Tarok Strike

Batter up! Activate the Tarok Strike and knock your opponent deep into center field. Hold ForeThrust or ForeStrike, then press Down-Back, Down, Down-Toward, Toward. Enter this move after a fatal blow and you might find a gory surprise!



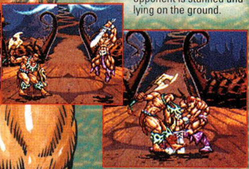
Elbow Smash

Witness the fastest elbow in the land! Getting hit by Korr's funny bone is hardly a laughing matter. This attack is an effective means of stunning an opponent. Quickly press Toward, Toward, ForeThrust or ForeStrike. When used properly, the force of the blow sends the opposition crashing to their knees.



Heart Strike

The Heart Strike is a great reversal move for switching sides with your adversary. When executed, Korr leaps high into the air and lands in front or behind his opponent. Hold BackThrust and press Up, Up, Down. For a higher jump, hold BackStrike and press Up, Up, Down. Korr is open to a counterattack when he lands, so use this move carefully. Try pulling off this move when your opponent is stunned and lying on the ground.

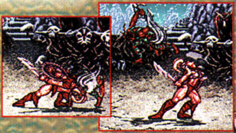


JEN-TAI

Once a soldier of fortune, Jen-Tai is a lieutenant in Zarok's dark legion. Favored by the DemonLord, JenTai is one of the most powerful warriors in the land. Challengers to Zarok must first defeat Jen-Tai. If the gladiators fail, Zarok ordered Jen-Tai fulfill one last request—to raise her sword against her master.

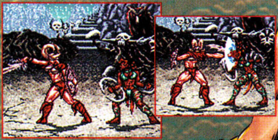
Ram Toss

The Ram toss is a reversal maneuver that lifts surprised opponents off their feet and deposits them on their hindquarters. Stand close to your adversary and press ForeThrust or ForeStrike, Toward, Up-Toward, and Up. Take advantage of your stunned enemy by following up with a combination!



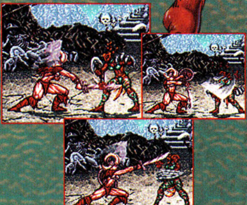
Backhand Blast

No, we re not talking about Andre Agassi's tennis game, but after executing this attack, your victim might want to play another sport. This electrical elbow jolts your opponent backward for a major loss. Hold BackStrike or BackThrust, then press Back, Back-Up, and Toward. This move exposes Jen-Tai to a counterattack, so use it sparingly.



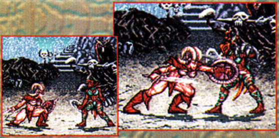
Death Blade

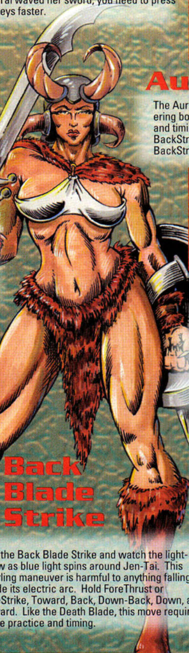
Wanna carve a hole in the middle of the competition? The Death Blade move is a perfect example of why Jen-Tai is a true master of her trade. Hold ForeStrike or ForeThust, then press Down-Toward, Down and Toward. The sequence can be awkward at first, but the result is worth the effort. Try for a hole in one!



Shield Spike

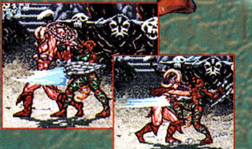
properly, the Shield Spike move can end a round in five quick moves. Quickly tap Back, Toward, and ForeStrike or ForeThrust. If Jen-Tai waved her sword, you need to press the keys faster.





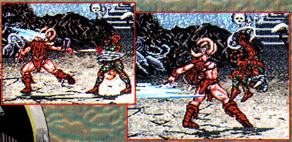
Back Blade Strike

Use the Back Blade Strike and watch the lightshow as blue light spins around Jen-Tai. This whirling maneuver is harmful to anything falling inside its electric arc. Hold ForeThrust or ForeStrike, Toward, Back, Down-Back, Down, and Toward. Like the Death Blade, this move requires some practice and timing.



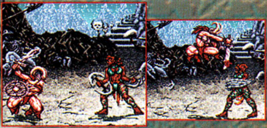
Aura Strike

The Aura Strike is a frightening BackStrike illuminated by a flickering bolt of electric blue light. This move requires both practice and timing. Tap Back, then press Down, Down-Back, Back and BackStrike or BackThrust. While this move looks cool, a regular BackStrike inflicts more damage and takes less time to execute.



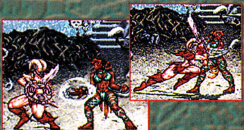
Down Strike

This move is similar to Korr's Heart strike, and even uses the same controller button sequence. Hold BackThrust or BackStrike, then press Up, Up, and Down. Unlike Korr, Jen-Tai jumps the same height no matter which button is held, but the front end of her blade inflicts damage as she lands on her victim.



Shield Smash

Opponent too close? Feeling claustrophobic? Unleash the power of the Shield Spike and push your enemy back against the wall! Hold BackStrike or BackThrust, then press Down, Down-Toward, and Toward. When executed properly, this move knocks your adversaries right off their feet.

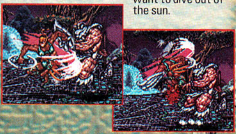


TALAZIA

Born high in the treetops, Talazia possesses all the qualities of a bird of prey. She dives into her foes and shreds them with avian fury. She entered the ring after hearing of the pleas and suffering of her people. Talazia's razor-sharp, close-range attacks are feared and admired by all of the gladiators.

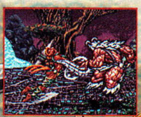
Air Frenzy

With a scream of an angry falcon, Talazia descends onto her helpless victim. Hold BackThrust then quickly press Up, Toward, and Up-Toward for a low attack. Hold BackStrike then tap Up, Toward, and Up-Toward if you want to dive out of the sun.



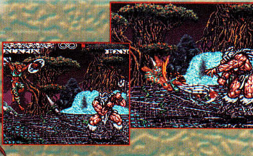
Prey Launch

This move is an uppercut of devastating proportions. Use the Prey Launch to simultaneously damage and switch sides with your opponent. Close in on your enemy and press Down-Back, Down, Toward, and BackThrust or BackStrike. Too bad your clumsy opponent can't land like Talazia.



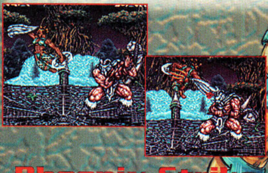
Falcon Strike

Like the Air Frenzy, the Falcon Strike is another deadly diving attack, allow Talazia the opportunity to dive and drill simultaneously into her pulverized foe. Hold ForeThrust, Up, Up-Back, and Back to execute a normal Falcon Strike. To execute a longer range attack, Hold ForeStrike, Up, Up-Back, and Back. Your opponent's Life Meter will never be the same.



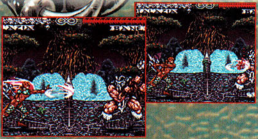
Reverse Claw

Does your enemy need an uplifting experience? Use the Reverse Claw and sweep them off their feet. Hold ForeStrike or ForeThrust, then press Back, Down-Back, Down, and Down-Toward. Just be sure your opposition doesn't counter with a blow at your feet.



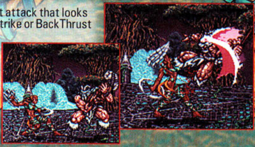
Talon Blade

Once in a while Talazia encounters an enemy equipped with a long weapon that nullifies her Falcon or Air Frenzy attacks. The only real defense in this situation is to maintain distance between you and your opponent. Take advantage of the Talon Blade attack. Tap Back, Down, Back and the BackStrike or BackThrust button. The whirling Talon Blade flies as fast as a hummingbird straight into the eyes of your opponent. After all, long distance attacks are the next best thing to being there.



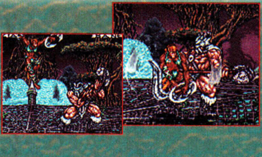
Phoenix Strike

The slashing Phoenix Strike is an uppercut attack that looks like a low altitude Air Frenzy. Hold BackStrike or BackThrust and press Up, Up-Back, Back, Down-Back, Down and Down-Toward. Launch this attack close to your opponent and sweep them off their feet. Chop them into birdseed!



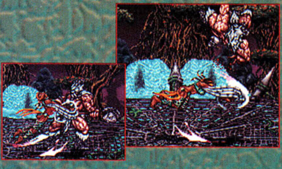
Air Tear

The Air Tear is similar to the Falcon Strike, but inflicts more damage on the intended victim. This attack is easy to execute. Hold BackStrike or BackThrust, then press Up, Up-Toward, and Toward. Hold the BackStrike button if you want Talazia to jump higher. After deploying the Air Tear, follow up with a creative combination of your choice.



Double Talon Strike

The Double Talon Strike is an excellent choice for a close-range two-hit combination. Hold BackStrike or BackThrust, then press Toward, Down, and Toward. The controller buttons must be pressed in quick succession, and this attack may require some practice.

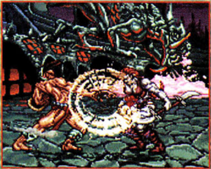


ZORN

A thief all his life, Zorn is looking after his own best interests. He entered Zarak s contest with greedy intentions, but now finds himself preoccupied with a growing hatred for the DemonLord. Driven by emotion, Zorn hacks his way through the arena, searching for additional meaning in his life.

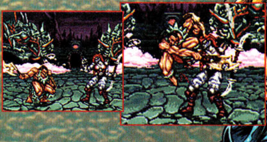
Hell Grinder

If you played against the computer controlled Zorn, you ve probably walked into this spinning buzz-saw attack. Press Back for one second, then push forward and tap the BackThrust or BackStrike. While the Hell Grinder is a great attack to use when Zorn has his back up against the wall, remember that holding Back for one second exposes the warrior to attack.



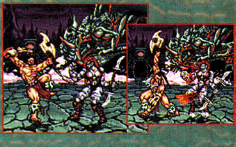
Corpse Striker

The Corpse Striker move is a diving attack similar to Talazia's Air Frenzy assault. Hold Down for a second, then press BackStrike or BackThrust, Up, and Up-Toward. Using the BackStrike button allows Zorn to attack from a higher angle. Watch out for low counterattacks from your opponent.



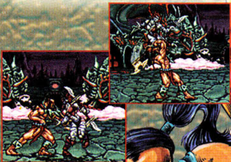
Shield Crack

Smart opponents learn to dodge the Ivory Axe in Zorn's right hand, but what about his Bone Shield in the left hand? Hold BackStrike or BackThrust and press Up and Down. The Shield Crack smashes downward in an orange arc, giving the enemy something else to worry about.



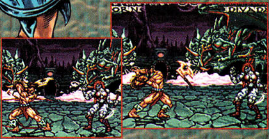
Axe Lift

The Axe Lift is a wonderful method for switching sides with your enemy. Close in on your opponent and hold ForeStrike or ForeThrust, then press Up and Up-Back. When entered correctly, the move lifts your surprised enemies off their feet and sends them crashing back behind you. It's combination time!



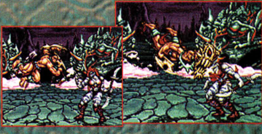
Ancient Axe

While tough to enter, the Ancient Axe is an important long range attack essential for attaining victory in the arena. Tap the following keys in rapid succession: Back, Down-Back, Toward and BackThrust or BackStrike. Use the Ancient Axe attack to eliminate Zorn's opponents from a distance without taking damage.



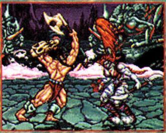
Scream Shield

The Scream Shield is another move that employs Zorn's hideous Bone Shield. There are two variations for this move, allowing Zorn to assault his opponent from a low or high angle. For a knee-high blow, Hold BackThrust and press Toward, Up, Toward. Zorn can crush his opponent from an elevated angle by holding BackStrike and pressing Toward, Up, and Toward.



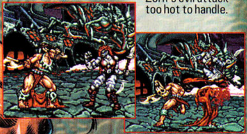
Flaming Upper Axe

Use the Flaming Upper Axe and even the odds against the toughest opponents. This move is easy and quick to pull off. Hold ForeStrike or ForeThrust, then press Down, Down-Toward and Up. Repeat this burning uppercut until your enemy is backed into a corner. Activate the Axe Lift and resume the onslaught!



Demon Axe

The Demon Axe attack is a great counterattack to utilize when Zorn is stuck in a corner. Hold Back for one second, then press ForeThrust or ForeStrike, Down-Toward, and Toward. When entered properly, the Demon Axe arcs forward in a hot orange flame. Look closely and you can see the magical essence of the demon in the weapon's flame. Unlucky opponents might find Zorn's evil attack too hot to handle.

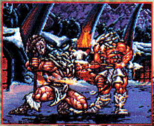


BANE

Bane is trapped by a magical force on the Cursed Path, a frozen mountain pass that divides the land. Zarak's spell can be broken if another takes Bane's place. The disfigured warrior is determined to defeat anyone crossing the mountains. Bane survives, hungry for revenge.

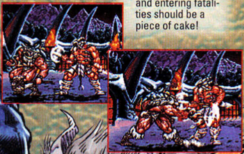
Iron Fist

Rumors persist that Bane once killed a sabretooth wolf with his bare hands. Anyone on the receiving end of Bane s Iron Fist attack probably believes this story. Quickly tap Back, Down-Back, Down, Toward, and BackThrust or BackStrike. The force of the Iron Fist is capable of stopping the advance of any opponent.



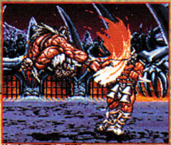
Fang Gutter

The Fang Gutter is a burning blow that yields stunning results. Unfortunately, this move is one of the most complicated and difficult to enter in the entire game. Quickly press Toward, Back, Down-Back, Toward and ForeThrust or ForingStrike. Mastering this move and entering fatalities should be a piece of cake!



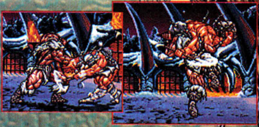
Curse Slam

This overhand axe blow guarantees a headache for your adversary. Hold BackThrust or BackStrike, then press Back, Up-Back, Up, Up-Toward in quick succession. Bane leaps ahead with a devastating axe blow to the opposition's head. Does anyone have an aspirin?



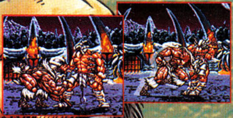
The Mutilator

The Mutilator is a primitive version of a pile driver maneuver. When entered, Bane lifts his opponent and drops the poor warrior to the ground. Secondary damage occurs when Bane crashes down on top of the victim. To execute, Hold BackThrust or BackStrike, then press Forward, Up-Forward, Up, and Down. After the move your opponent is stunned—can you think of a good combination?



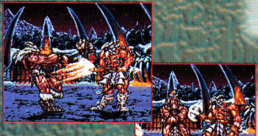
Head Rocker

No, we re not talking about mosh pit action here—but if Bane attended a rock concert, the Head Rocker attack is one reason you want to keep your distance. This powerful head butt lifts warriors off their feet and temporarily stuns them. Quickly pressToward, Down, Toward and BackThrust or BackStrike. Rock and Roll!



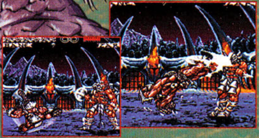
Berserker

Round and round he goes, nothing survives Bane's stone axe blows! Enter the Berserker move correctly and transform Bane into a spinning top! Hold ForeThrust or ForeStrike, then tap Back, Toward, and UpToward. Use this move to push your victim back into a corner.



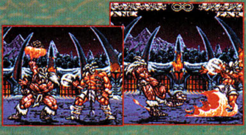
Cursed Kick

Trick or treat! Smell Bane's feet! Kick up some dust with the Cursed Kick. Hold ForeThrust or ForeStrike, then press Down-Forward, Down-Back and Forward. Nothing quite like the sensation of feeling your enemy s nose being crushed by the heel of your foot!



Hammer Blast

Great balls of Fire! Sweep the opposition out of the way with a fast, ground pounding Hammer Blast! Hold ForeThrust or ForeStrike, the press Up, Back and Down. Anyone standing too close is in for a hot foot.

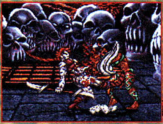


DIVADA

A deceptive Sorceress, Divada lures her opponent into a false sense of overconfidence. This ruse vanishes as Divada teleports behind you and cleaves you with her Twin-Bladed Staff. Like her mysterious spells, Divada is an enigma in the arena—no one has lived long enough to learn her motive for fighting.

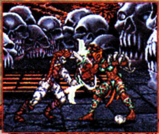
Heel Kick

Wake up and smell the boot leather! The Heel Kick is a great move to use when you need your personal space. Press Toward, Toward, ForeThrust or ForeStrike. Be on your guard—the Heel Kick leaves Divada open to an easy counterattack.



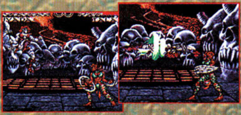
Hell Deflect

Make the competition think twice about their next move—use the Hell Deflect to send a clear and deadly message. Hold ForeThrust or ForeStrike, the quickly press Back, Down and Toward. This move requires practice, but is worth the effort.



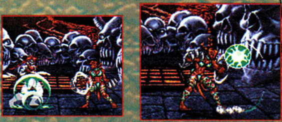
Soul Drill

Corkscrew into your opponents and make them whine! This attack is effective for changing sides with your adversary and inflicting damage at the same time. Quickly press Back, Down-Back, Toward and press BackThrust or BackStrike. Using the BackStrike button gives Divada more altitude during her attack.



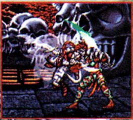
Soul Diplacer

Teleport time! Divada s sorcery is one of the many weapons in her lethal arsenal. Teleport behind your enemies for a quick stab in the back! Hold BackThrust or BackStrike, and rapidly press Up, Up and UpForward. You're outta there!



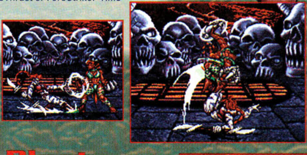
Power Flip

The Power Flip is a punishing downward slash in the face of your enemy. Using this attack forces your enemy into evasive action. Hold BackThrust or BackStrike, then tap Up, Up-Toward, and Down. Repeat this pattern until your opponent is reduced to ribbons.



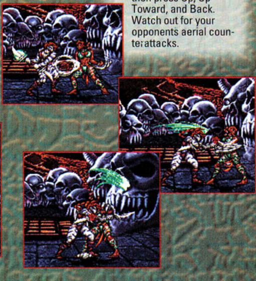
Death Whirl

The Death Whirl jabs Divada's Twin Bladed Staff straight at the heart of the problem—your foolish opponent. Press Toward, Down-Back, Down, and ForeThrust or ForeStrike. Time this move in a sequence with other attacks and you ll discover an unbeatable combination.



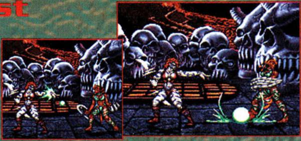
Psycho Blades

Go psycho with the Twin Bladed Staff! The Psycho Blade move is one of the easiest and lethal combinations available to Divada. Convert the sorceress into a whirling dervish of death and score three quick-hit combos. Hold ForeThrust or ForeStrike, then press Up, Up-Toward, and Back. Watch out for your opponents aerial counterattacks.



Ground Blast

Blow your frustrated opponent right off their feet with a simple wave of your hand! Teach the fools that they can t mess with the best! Hold BackThrust or BackStrike, then press Up-Back, Back, and Down. While your opponent is stunned, follow up with a blistering surprise attack—combinations, anyone?

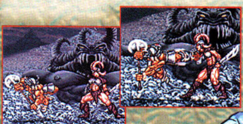


ZARAK

Half demon and half spider, Zarak weaves an evil web, trapping helpless souls that fall in his arena. Zarak possesses the largest variety of deadly attacks to throw opponents off balance. Demons don't have to play fair.

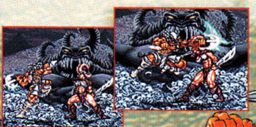
Power Vault

Zarak literally gets a kick out of destroying the naive fools that challenge him in his domain. This pole vault assault launches Zarak off of the Guillotine and feet first into an opponent. Press Back, Down-Back, Toward and ForeThrust or ForeStrike. Follow this stunning blow with a close range attack.



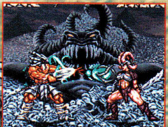
Power Slice

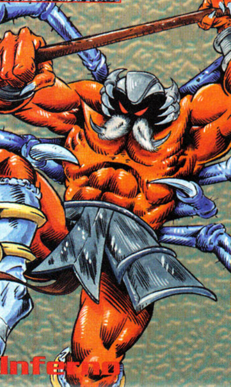
Take a big slice out of life—your opponent's life! The Power Slice is a powerful, high-arcing, overhead swing that wipes out a large portion of your enemy s life bar. Hold ForeThrust or ForeStrike, then press Up, Up-Toward, and Back. An eerie blue light radiates from the Guillotine as it crashes down on its victim.



Warp Spider

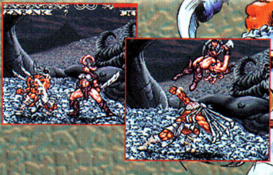
"KILL!" orders the DemonLord. A flash of a magical light blinds a helpless Gladiator and huge spider flies across the arena. The spider lands on the victim's chest, sucking life straight from the victim's heart. Hold BackThrust, or BackStrike, then Up, Back-Up, and Back to unleash this evil spell. Keep repeating the attack until your opponent jumps out of the way.





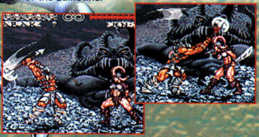
Widows Grip

Ah, the tangled webs Zarak weaves... this attack grips your enemy and sweeps them off their feet! The Widow s Grip works best when your opponent has trapped you in a corner. Hold Back for one second, then press BackThrust or BackStrike, Down-Toward, and Toward. This move is both tricky and sticky, requiring practice to master.



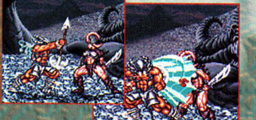
Guillotine Strike

Leap high into the sky and crash down on weak mortal fools with a Guillotine Strike. This attack transforms Zarok into a flying food processor—and your opponent is invited for lunch! Execute the move by pressing Down for one second, then tapping BackThrust or BackStrike, Up, and Up-Toward. Nothing can hide from the brutal might of the Guillotine.



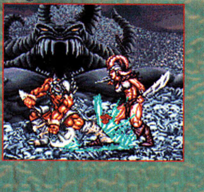
Web Rip

The Web Rip is an eerie magical attack that creates a lethal blue web capable of tearing the life away from your opponent. Like the Widow s Grip, this move is useful when your enemy traps you in a corner. Hold Back for one second, then press ForeStrike or ForeThrust, and tap Toward. Ouch! What a rip off!



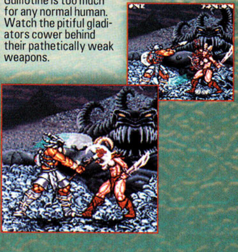
Inferno

Use the Inferno attack to give the clueless mortals a taste of what is waiting for them on the other side. This move engulfs the area around Zarak in flames, damaging anyone stupid enough to approach the mighty DemonLord. Quickly press Toward, Down-Toward, Down-Back, and BackThrust or BackStrike. Barbecue ribs, anyone?



Chaos

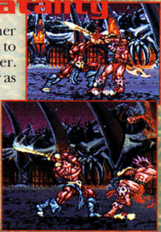
Get ready for combos from h—-well, you know, Zarak's a demon, right? The Chaos move is one big reason why the DemonLord is the master of the arena. Hold BackThrust or BackStrike and press Forward, Up, and Up-Forward. The spinning blade of the Guillotine is too much for any normal human. Watch the pitiful gladiators cower behind their pathetically weak weapons.



The most successful fighting games contain hidden tricks and extensive features. In their bid to create a hit, the designers of WeaponLord have packed tons of unique moves and effects. While you'll need to experiment and discover many of the coolest moves, The following killer attacks can help you get started.

Korr

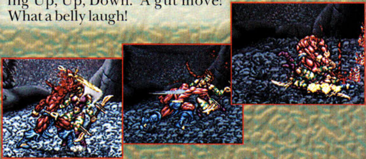
Batter Up Fatality



Born in another time and another world, Korr might have made it to the big leagues as a power hitter. Unleash this bad boy of summer as your opponent begins to hit the ground for the final time—nail the victim with a BackThrust, then press ForeThrust or ForeStrike, Down-Back, Down, Down-Toward and Toward. It's going... going... going... back to the wall... that head is outta here!

Sky High Gut

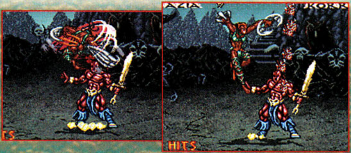
Korr likes to get the last laugh by dropping in on his dying opponents. As you finish your reeling victim, launch into a Heart Strike by holding BackThrust or BackStrike and pressing Up, Up, Down. A gut move! What a belly laugh!



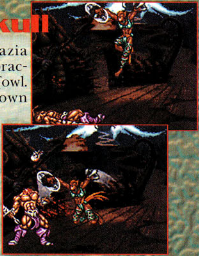
Jen-Tai

Gut-Move

Talazia doesn't hate anyone's guts—in fact, she prefers to see guts everywhere. As your opponent s life hangs by a thread, execute a low Air Frenzy by holding BackThrust and tapping Up, Toward and Up-Toward. Talk about losing your lunch!



Skin the Skull

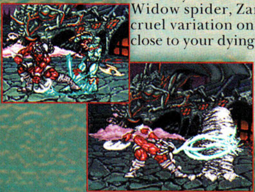


As a true bird lover, Talazia always hated the human practice of deboning a roasted fowl. Now she s cooked up her own variation of the technique. Just prior to wiping out your opponent, press Back Thrust, Up, Toward and Up-Toward to launch into an Air Frenzy. When timed perfectly, Talazia reveals her morbid trick. Who wants the wishbone?

Zarak

Web Cocoon

Once trapped, a spider s prey is wrapped in a sticky cocoon. Inspired by a Black Widow spider, Zarak developed a cruel variation on this theme. Get close to your dying victim and press Toward, Down-Toward, Down-Back and Fore Strike or Fore Thrust.



Make Your Move

Are you ready for the arena? While this article provides you with a basic overview, you need to keep playing to find more finishing moves, haircuts, and major combinations. The DemonLord awaits a challenger. Can you free the land?

While Bajor slides toward anarchy, a Cardassian plot is hatched aboard Deep Space Nine in Playmate's long awaited Star Trek: Deep Space Nine—Crossroads of Time. The adventure begins with Commander Sisko aboard the station, but you'll soon find yourself piloting a runabout through the wormhole, dodging phaser fire on Bajor, and hurtling back through time to one of the most dire events in Federation history. Through it all, you'll piece together a compelling mystery that seems to come straight from the hit Paramount TV show.

STAR TREK
DEEP SPACE NINE
CROSSROADS OF TIME

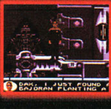
© 1995 Playmates Interactive

YOUR CREW

Each crew member contributes valuable information and skills, and Playmates Interactive Entertainment has captured the essence of the DS9 characters in the plot and dialogue. Not only do you meet the main characters from the TV show, you also get to command many of them.

COMANDER BENJAMIN SISKO

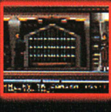
Sisko took command of DS9 after the disastrous battle against the Borg at Wolf 359, a tragedy that may influence the trouble at hand.



DAX, I JUST FOUND
BAJORAN PLANTING A

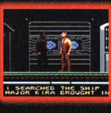
DOCTOR JULIAN BASHIR

Bashir has much in common with another outspoken Starfleet medical officer, especially when it comes to solving a medical mystery.



ODO

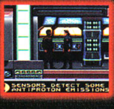
Though Odo thought himself alone in the universe, this gruff security officer has found a home and friends on Deep Space Nine.



I SEARCHED THE SHIP
MAJOR KIRA BROUGHT IN

LIEUTENANT JADZIA DAX

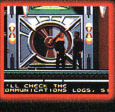
Still called "Old Man" by Sisko, Dax combines the experience of a 300-year-old symbiont and the energy of a youthful host body.



SENSORS DETECT SOME
ANTIPROTON EMISSIONS

CHIEF MILES O'BRIEN

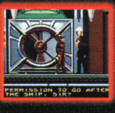
Having also served with distinction aboard the U.S.S. Enterprise, O'Brien faces each technical crisis with professionalism and passion.



'LL CHECK THE
OMMUNICATIONS LOGS, S

MAJOR KIRA NERYS

As a Bajoran citizen and former member of the Bajor underground, Kira has the biggest stake in the events that are unfolding.



PERMISSION TO GO AFTER
THE SHIP, SIR?

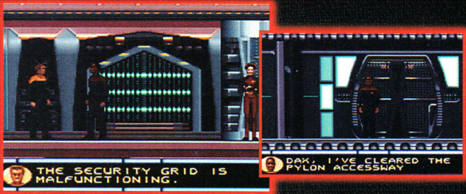
STEP BY STEP

Much of the game is spent exploring the DS9 station and the planet Bajor, gathering information and performing various tasks under a time limit. There are three difficulty settings, but the most challenging aspect of the game may be the finicky play control. The maps and numbered tips in this review should help you beat the timer. Passwords are given out at major points along the way.

MISSION ONE

A Cardassian warship has docked for shore leave just as the political situation on Bajor is reaching a boiling point. On top of this, someone has planted explosives around the station's docking area. Coincidence? Sisko doesn't think so. Find the grenades and eject them before time runs out!

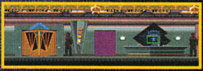
1 - GO TO SECURITY
2 - TALK TO ODO
3 - TALK TO DAX
4 - GO TO PYLON 3
5 - FIND PHASER
6 - EJECT 3 GRENADES
7 - SHOOT THROUGH WALL
8 - EJECT 5 GRENADES
9 - EJECT 5 GRENADES
10- EJECT 5 GRENADES
11- SHOOT THROUGH WALL
12- GRENADE(1) IN TUBE

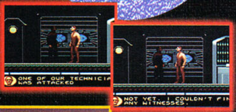

THE SECURITY GRID IS MALFUNCTIONING.

DAX, I'VE CLEARED THE PYLON ACCESSWAY

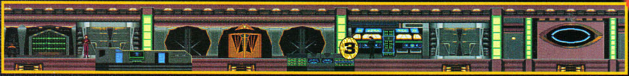
SOMETHING'S FISHY

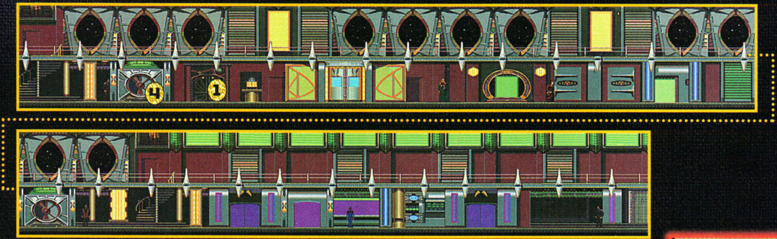
Talk to Odo to get an assessment of the current situation. It's best to make the rounds of the major characters whenever you uncover a clue or piece of information. They may have new insights or solutions you weren't aware of.

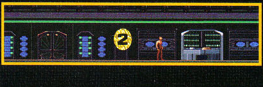



ONE OF OUR TECHNICIA
WAS ATTACKED

NOT YET. I COULDN'T FIN
ANY WITNESSES.

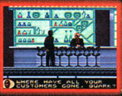


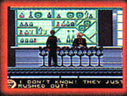




HAVE A CHAT

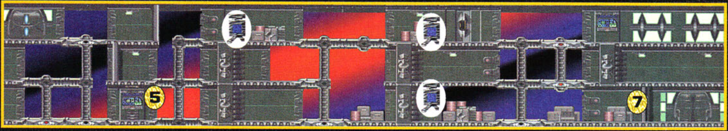
Quark plays the fool, but his keen eyes (and ears!) miss little. The visiting Cardassians have suddenly returned to their ship. Is there something sinister going on? A visit to Pylon 3 may shed some light.


WHERE HAVE ALL YOUR CUSTOMERS GONE, QUARK?


I DON'T KNOW! THEY JUST RUSHED OUT!

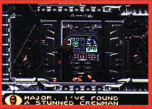
MISSION ONE ,CONT.

⑥ SECTION 1



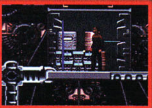
SOMETHING ISN'T RIGHT

You find a stunned crewman in Pylon 3, and a quick search reveals Bajorans planting bilitrium grenades. Use the com panel on the wall to check your location on a map, grab the phaser, then begin your search for the grenades. Besides the overall time limit, you must eject each grenade within 23 seconds of picking it up. Make sure there's an ejection tube close by before you grab a granade!


MAJOR, I'VE FOUND A STUNNED CREWMAN

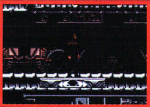
START FROM THE TOP

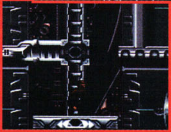
Start your search at the top of the chamber. The blinking grenades will be out in the open, and a display will appear at the top of the screen whenever you're close to one. The Bajoran saboteurs will not take kindly to your interference, so be ready to stun them with your phaser. Though they can't harm you too much, a fall from the top of a platform may wipe out most of your life bar.



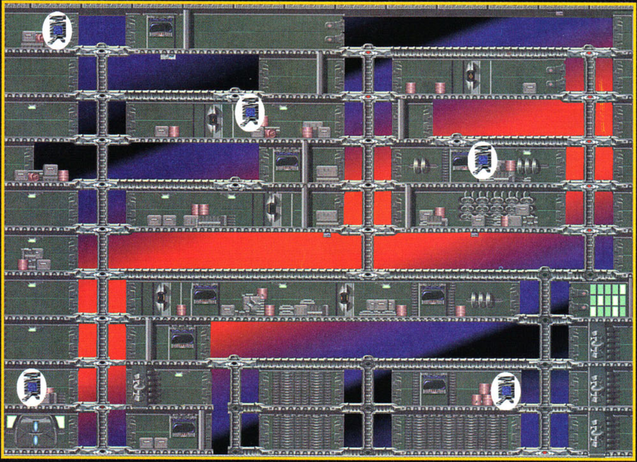
GOING DOWN?

Use the turbolifts to move around quickly. Press and hold the A Button, then use the control pad to move up and down. You can also climb up and down the edges of the platforms, if there's no turbolift. Some of the drops may be too long, so hang down before letting go, just to make sure it's safe. Since the mazes get more complicated as you progress, be sure to note where the ejection tubes are located as you race around the pylon.

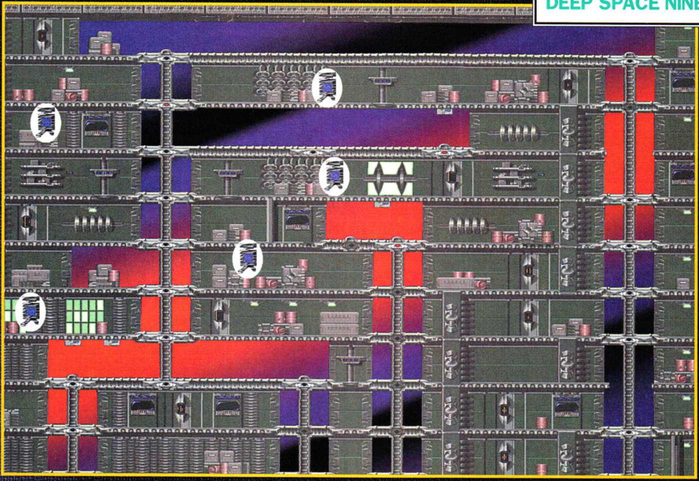




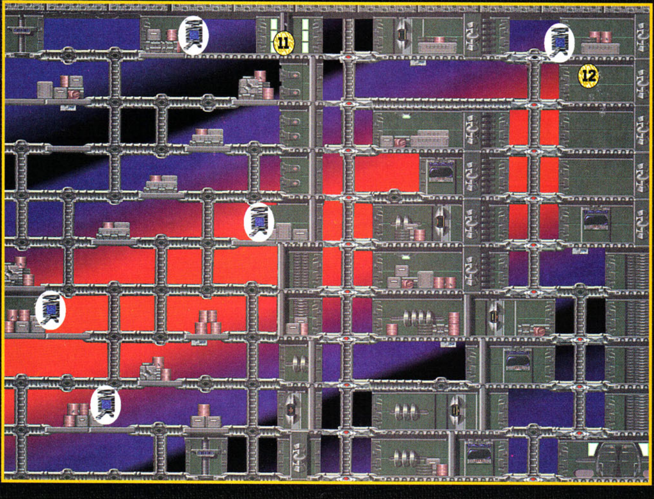
⑧ SECTION 2



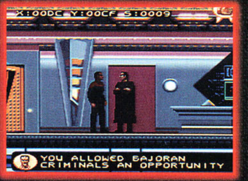
⑨ SECTION 3



⑩ SECTION 4



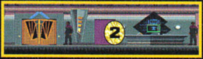
MISSION TWO

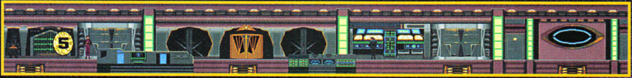

X:00DC Y:00CF S:0009

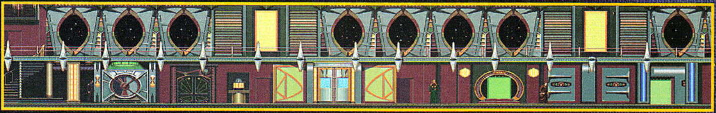
YOU ALLOWED BAJORAN CRIMINALS AN OPPORTUNITY

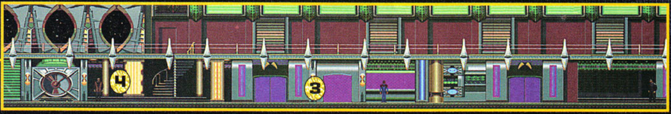
The crisis has been averted, and it's time to gather clues. Gul Gurgey is less than enthusiastic when he hears about the foiled sabotage attempt on the station, but Sisko has more to worry about than a disgruntled Cardassian commander. In the meantime, Odo has discovered that the saboteurs belong to a radical group called the Redemptionists. Their trail leads to the Gamma Quadrant, and Sisko orders Major Kira to take a Runabout and follow the Redemptionist ship into the Wormhole. The Redemptionists are said to reject traditional Bajoran culture, but what is their purpose in damaging DS9 and making an enemy of the Federation?

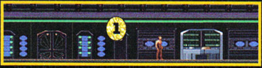
1 - TALK TO ODO
2 - TALK TO GUL GURGEY
3 - TALK TO QUARK
4 - TALK TO GARAK
5 - TALK TO MAJOR NERYS
6 - FLY RUNABOUT





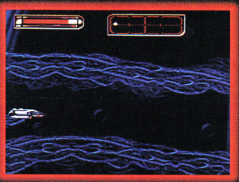


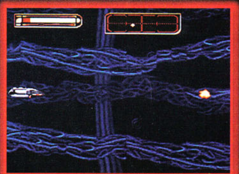




6 FLYING THE RUNABOUT

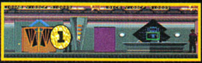
Maneuver the Runabout and avoid the energy stings while keeping an eye on your shield power gauge. Once you're in the Gamma Quadrant, use the photon torpedoes to destroy oncoming asteroids and disable the Redemptionist ship.

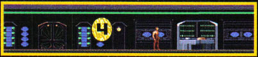


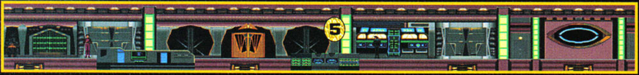


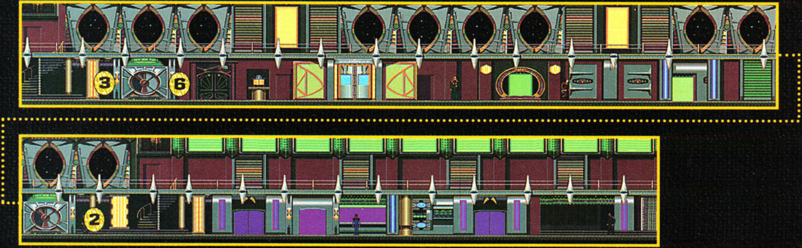
MISSION THREE

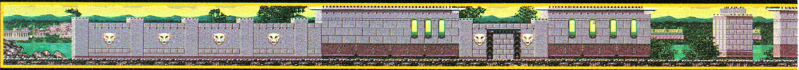
Comander Sisko and Dax return from the Gamma Quadrant with two Redemptionists, but before they can be questioned, Commander Sisko is caught up in another crisis as Kai Opaka is kidnapped. The Redemptionists demand that Sisko personally negotiate for the Bajoran religious leader's release. Talk to everyone before you beam down to Bajor, in case there's some information you can use. Forewarned is forearmed!

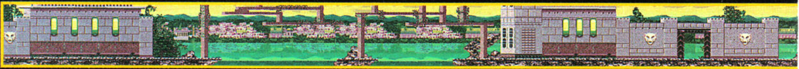


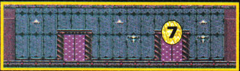


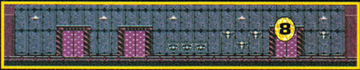






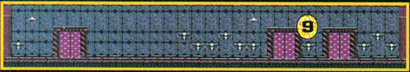


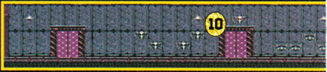


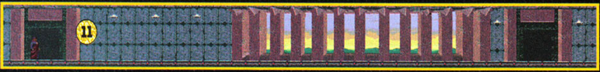


RATS AND T

Armed with a phaser, you
planet and begin the sear
Stun any hostile creature
cross your path.



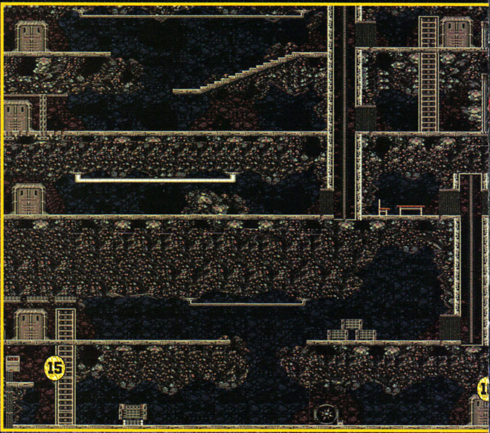


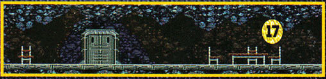


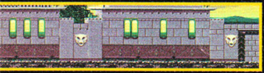
THE DOORS

After a dash across a courtyard, you en
Stand in front of the carved heads and p
to activate the electronic locks. Each s
ferent combination. The maze will ever
of underground caverns.

1 – TALK TO MAJOR NERYS
2 – TALK TO GARAK
3 – TALK TO O'BRIEN
4 – TALK TO ODO
5 – TALK TO DAX
6 – FLY TO BAJOR
7 – FIRST LOCK, BOTH HEADS
8 – SECOND LOCK, THREE HEADS CLOSEST TO THE DOOR
9 – THIRD LOCK, EVERY OTHER HEAD
10 – FOURTH LOCK, TWO HEADS ON THE BOTTOM
11 – TALK TO KAI OPAKA
12 – DISABLE FAN
13 – DISABLE FAN
14 – GET CARD KEY ONE
15 – DISABLE FAN
16 – GET CARD KEY TWO
17 – GET GRENADE
18 – BLOW UP FORCE-FIELD
19 – BLOW UP GENERATOR
20 – GET OUT FAST!
21 – BLOW UP REPLICATOR

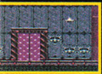


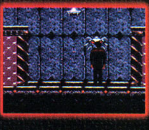




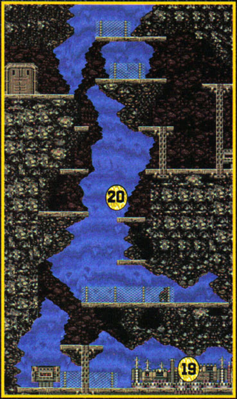
THUGS

beam down to the
ch for Kai Opaka.
s and Bajorans that



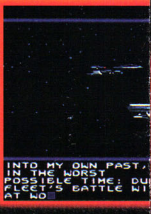


ter a maze of corridors.
ress up on the control pad
et of doors will take a dif-
tually lead you to a system

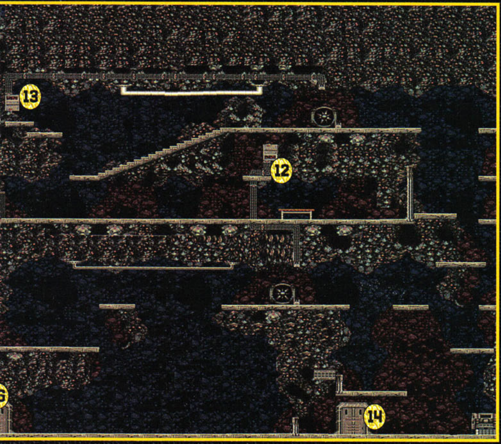


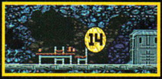
OH YES

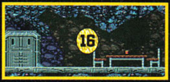
A lot of clues begin to c
is more to this mystery t
ical change. Just as the
Opaka helps Sisko find



INTO MY OWN PAST,
IN THE WORST
POSSIBLE TIME: DU
FLEET'S BATTLE WI
AT WO

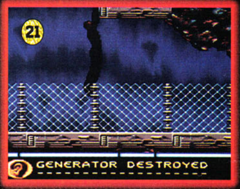




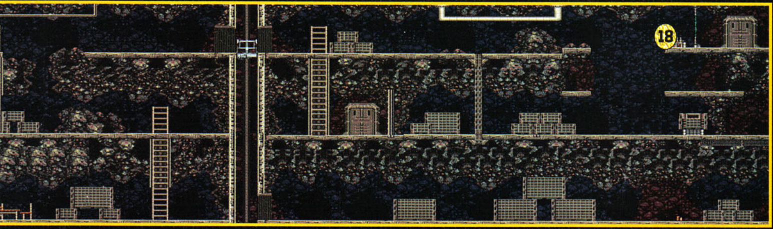


UPHILL CLIMB

You'll soon find Kai Opaka in the caves, but that's not the end of the mission. You've got to cripple the Redemptionists' ability to wage war, and that means destroying their power source and manufacturing capability. This stage will require a lot of exploring and back-tracking.



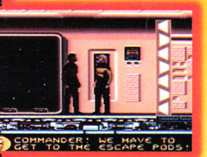
GENERATOR DESTROYED



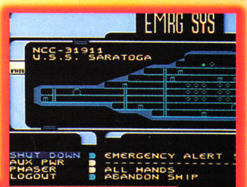
, THERE'S MORE!

ome together, and Sisko realizes that there
han a group of Bajorans agitating for polit-
conspirators unleash their final attack, Kai
the path to defeat the true architects of the
conspiracy and save the station. Unfortunately for the commander, this means reliving the greatest tragedy of his life: the destruction of the U.S.S. Saratoga and the death of his wife at the hands of the Borg! These final stages come closest to capturing the drama of the TV show. It's a race against time to rescue Commander Sisko's son, Jake, and to recover the technical data that will save Deep Space Nine!

BUT ARRIVE
RING STAR -
TH THE BORG



COMMANDER: WE HAVE TO GET TO THE ESCAPE PODS!

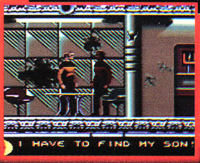


EMRG SYS

NCC-31911
U.S.S. SARATOGA

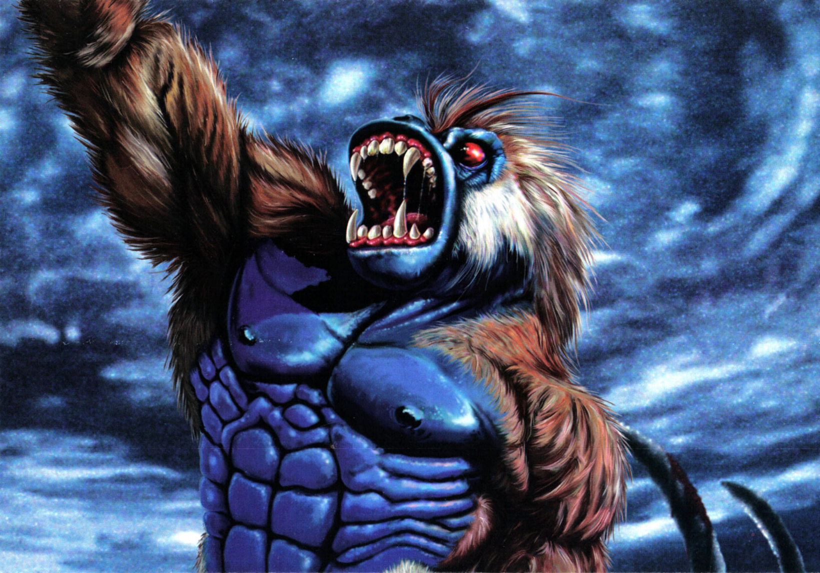
SHUT DOWN
AUX PWR
PHASER
LOGOUT

EMERGENCY ALERT
ALL HANDS
ABANDON SHIP



I HAVE TO FIND MY SON!

PRIMAL RAGE™
Coming Soon To Your
Super NES From
Time Warner Interactive



NINTENDO POWER

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EPIC CENTER

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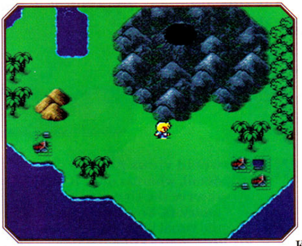


TECMO ENTERS THE WORLD OF RPGs

When Tecmo showcased its new RPG last winter at C.E.S., the game had no finished title. Now, Tecmo has finished development and dubbed the new adventure *Secret of the Stars.* Tecmo sees this game as an introductory RPG. They are right on target. The game play will remind veteran adventurers of the first Dragon Warrior game, and they may not find enough innovation, story or challenge to keep up their interest. The characters and environment all have the stripped down, blocky appearance of Dragon Warrior and early RPGs.

The strength of Stars lies elsewhere in the simplicity of play. Novices to the RPG category won't have any trouble picking up on the flow of this game right from the start. You begin your quest for the Crest of Stars already equipped with a knife and cloth suit (the weakest form of armor) and the initial messages leave no doubt as to what you should do next or where you should go. Enemies on the island where you begin the game are also suited to a novice player. The goal of the game is to become an Aqutallion Knight and defeat the evil Homncruse, Ruler of Darkness. Although the story may not break new ground, it is straightforward and gives a player a good grounding in basic RPG game flow.

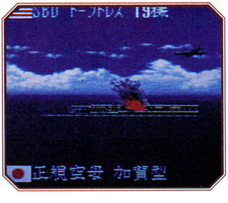
One of the user-friendly additions to Secret of the Stars is the Explain option. If you choose Explain when you enter a shop then select an item, a message appears describing how to use that item. You'll also find friends to help in your quest. Unlike most traditional RPGs, the friends are controlled individually and not as a unified party. This means that you have to go back and forth between characters. You must also build up the experience levels of characters individually. This makes for a lot of repetitious back-tracking, but it also means that you don't keep all of your eggs in the basket.

Tecmo Secret of the Stars may not be for everyone, but if you are new to RPGs, or would like an easy RPG romp, look for this newbie in the next month or two.

P.T.O. II HEADING FOR PORT

Koei reports that P.T.O. II is steaming full speed ahead for a release this fall, probably in November. The team at Koei has also provided a list to Epic Center of the changes that have been made between the original P.T.O. and the new naval war strategy game.

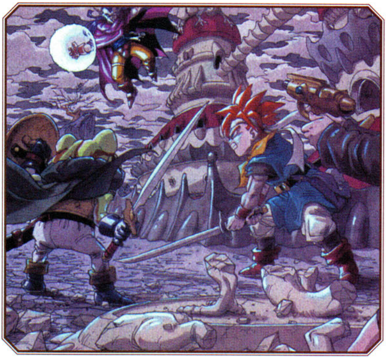
Here are some of the stats for P.T.O. II: 24 megabits, battery-backed memory, one or two players, three campaigns and seven short scenarios, 100 officers, 120 types of warship, 60 types of planes, 20 types of subs, and 10 types of tanks. The map is twice as large as the P.T.O. map and now includes India, Australia, and the U.S. Atlantic coast along with 70 bases and 100 posts. All this plus upgraded graphics should make P.T.O. II the ultimate war sim for the Super NES.



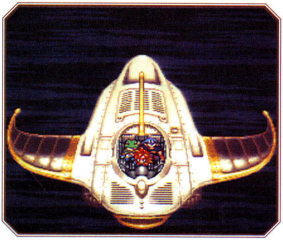
CHRONO TRIGGER

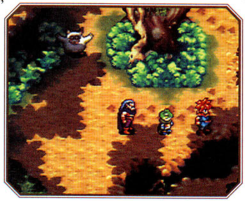
A NEW STANDARD FOR RPGs

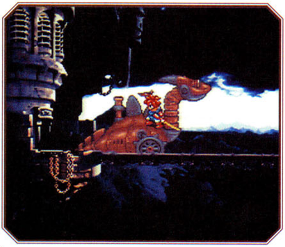
Square Soft will increase the stakes in the role-playing world this summer when Chrono Trigger is released in the United States. Epic Center took a look at the Japanese version of the game to give you a sneak peek.

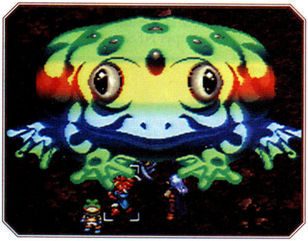


A NEW WORLD ORDER





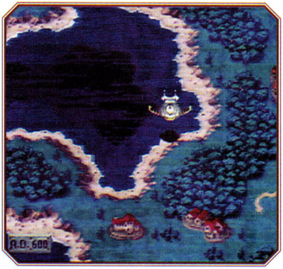




Chrono Trigger makes dramatic improvements in graphics and sound over just about every previous traditional RPG, including Square's Final Fantasy III. With larger characters and beautiful artwork designed by famed cartoonist and video game artist, Akira Toriyama, Chrono Trigger sparkles on the screen. Mr. Toriyama's video game fame comes from his character designs for Dragon Ball Z and the Dragon Quest series. Even the overworld views pack in the detail, whereas most RPGs reserve the fine points for interiors. Your first hint at the visual feast that will follow comes from the introduction, where a beautifully rendered pendulum swings back and forth. The ensuing cinema scenes are nothing short of breath-catching. Square Soft added to the developmental punch of Chrono Trigger by bringing in another Dragon Quest veteran, Yuji Horii, who created the game stories for Enix's popular RPG series. The third jewel in Square's crown was Hironubu Sakaguchi, the game designer responsible for the Final Fantasy series. Add to this a fresh and innovative sound track (slated to become a CD in Japan) and you have a monster combination. The success of Chrono Trigger since its release in March testifies to the merits of Square's game plan—two million Super Famicom Game Paks sold in two months.

A SNAP SHOT

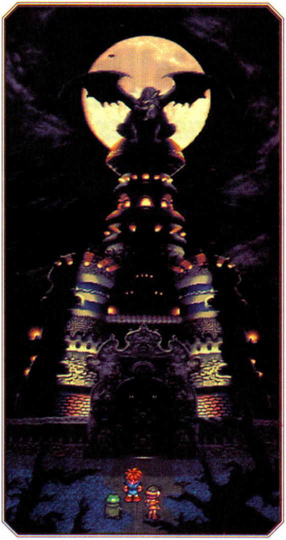
After entering your name, the view switches to a cinematic flyby of a port city before switching to your character's home and the beginning of the game. The story itself is pretty vast, but as the name suggests, it involves time and time travel. Chrono, the main character, must move forward and backward in time during his many missions. To help out, he needs a time machine, which he finds in the distant future. At the beginning, when you first go outside and begin wandering about the city, you'll be attracted to the market in the north. Here you'll find one of the most colorful collections of pavilions and characters ever put into a video game. You'll also meet your first companion here, a princess who has lost her necklace. Exploring further, you'll find an exotic concert underway. There's even a tournament against a robot in another corner of the market and a test of strength elsewhere. The sense of a large, fully-imagined world comes through loud and clear even at this early stage, and it only grows stronger the further you go in the game.



THE PLAY IS THE THING

At first glance, a lot of players make the mistake of thinking that Chrono Trigger follows in the footsteps of Secret of Mana. There are some similarities, such as gathering a party of three characters and fighting in an overhead perspective. But the fighting itself falls firmly into traditional RPG style with menu commands for attacking, using magic and items. Both the hero and enemy characters are animated during battle moves. Although you have no direct control of the action, it looks great and adds a cinematic feeling to the game.

The story is huge—another 50-100 hour RPG—and it includes ten different endings. One unique aspect of the multiple endings is that you can use your built-up character when you begin playing through the game for a second or third time. Not only does that speed up the subsequent games, it allows you to check out things you may have missed in an earlier game. The battery-backed memory and three memory files make the long game easier to play and share. The game flow takes unexpected twists and turns like the story in Final Fantasy III. Your characters can split away from the party, and you get to decide which paths to follow when the plot branches. In battle, characters can make combo moves wherein one character enhances the fighting move of a companion. Although you control only three characters at a time, you can switch between standby characters at any time to customize your party. Another innovation is the game-within-a-game concept. At one point, Chrono must race a villain on futuristic motorcycles, and the player can set the perspective for the race—front, behind, side view, etc. All this variety in the game enhances the basic play, which includes traveling in the overworld, visiting towns and castles, and collecting story clues from minor characters.

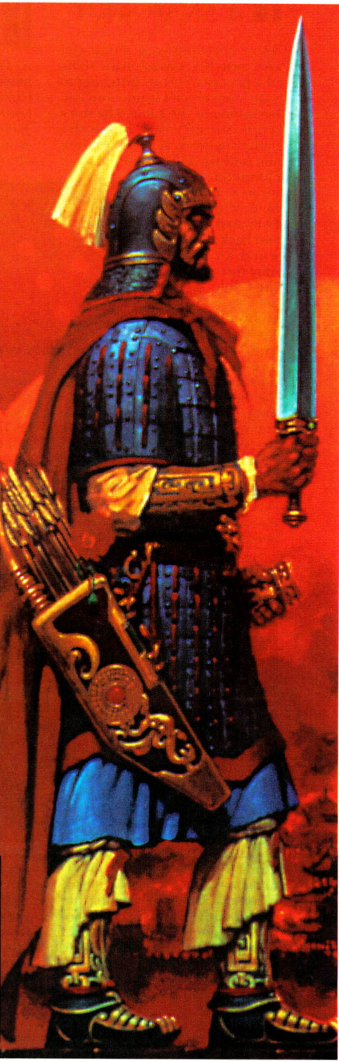


CHRONO AND EVERMORE SWAP

The latest release date news is that Chrono Trigger and Secret of Evermore will flip flop on Square's release calender. Chrono Trigger will now be released in August and Evermore will follow in October.

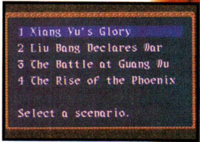
RISE OF THE PHOENIX™

WHO WILL RISE FROM THE ASHES OF A DARK WAR TO BECOME THE GOLDEN EMPEROR OF ALL CHINA?



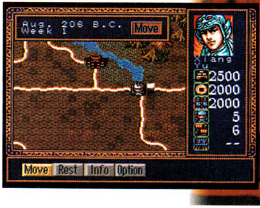
A SAGA OF FIRE AND FATE

Despite the video game market's emphasis on action, Koei has a corps of fiercely loyal simulation fans who spend many late nights directing vast armies, building international airlines or otherwise deciding the fates of millions. Rise of the Phoenix is but their latest effort detailing one of the many civil wars of ancient China. The object is, of course, to defeat or ally with other generals and officials to become emperor.



1 Xiang Yu's Glory
2 Liu Bang Declares War
3 The Battle at Guang Wu
4 The Rise of the Phoenix

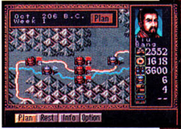
Select a scenario.



Will you be powerful Xiang Yu or wise Liu Bang? Aspiring emperors can choose to play against the computer or a human opponent.

© 1994 KOEI

THE BASICS OF COMMAND

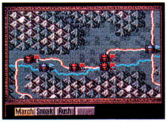

Oct. 206 B.C.
Week 1
Plan
Liu Bang
2552
16 18
3600
6
4
--
Plan
Rest
Info
Option

Though simulations may seem intimidating or confusing, game mechanics are often simpler than they first appear. With practice, patience and some help from this review, you may find Rise of the Phoenix an engaging alternative to the latest shooter. To start with, the game is played in alternating turns, with each turn broken down into two main phases: Move and Plan.

MOVE

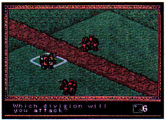
Choose the Move option on the main menu to bring up a list of commands. Use one of three commands to direct your troops around the map: March, Sneak and Rush.

ON THE MARCH


March
Sneak
Rush

Move your divisions around the map to protect your cities, attack enemies or help allies.

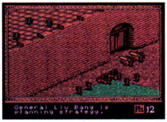
INTO BATTLE



Which division will you attack?

If your unit is adjacent to an enemy division, the Attack command will appear as an option.

AT THE GATES



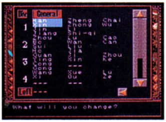
General Liu Bang is planning strategy.

If an attacker or defender occupies a city, the battle will be fought along the ramparts.

PLAN

The Plan phase is dedicated to domestic affairs and relations with other rulers. You may find that some commands are more useful than others.

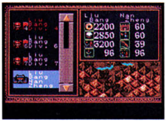
ORGANIZE & DELEGATE


Div
General
1
2
3
4
Left

What will you change?

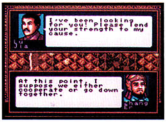
Use your generals to administrate cities and conduct battles, according to their abilities.

FARM & BUILD


Liu Bang
Nan Zheng
2200
2850
3200
96
60
60
39
96

Farming and Building increases Loyalty and Respect levels, food supplies and city defenses.

DIPLOMACY


Lu Ya
Zhang Er

I've been looking for you! Please lend your strength to my cause.

At this point, I suppose we either cooperate or go down together.

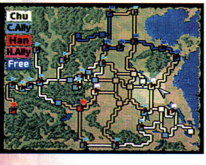
Use the Ally command to ask other generals to join you.

TROOPS IN THE BATTLE FIELD

WE'LL DEMONSTRATE SOME BASIC STRATEGIES USING XIANG YU'S TROOPS, BUT THESE WILL HELP YOU PREPARE FOR THE CHALLENGES OF RULE, NO MATTER WHICH RULER YOU CHOOSE.

STEP 1: KNOW YOUR ENEMY

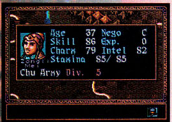
One of the first things you should do is find out your opponent's strengths and weaknesses. Use the map screen to locate enemy troops, cities and allies at any time. Xiang Yu's units and allies are white and light blue, while Liu Bang's forces and allies are red and pink. Neutral or "free" cities and soldiers are colored dark blue.



The squares mark cities and the flags mark troops. At this stage of this game, Liu Bang's forces (called "the Han") control two cities.

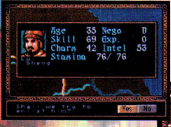
STEP 2: REORGANIZE TROOPS

Now it's time to take stock of your generals. Each is rated in several categories, the most important of which are Skill (in battle), Charm and Negotiation. A general with a Skill of 80 or more gives troops a longer Move range and increases their odds in battle, while one with great Charm achieves better results with domestic commands like Farm and Build. A general with good Negotiation skills should be placed in the same unit as your ruler. This person is the logical choice to carry out the Ally command, which only the ruler's unit can use.



Zongli Mei
Age 37 Nego C
Skill 86 Exp. 0
Charm 79 Intel 82
Stamina 85/ 85
Chu Army Div. 5

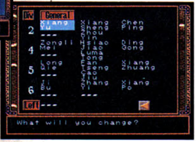
Unless you have a surplus of them, place no more than one Skillful general in a division.



Ly Sheng
Age 35 Nego D
Skill 69 Exp. 0
Charm 42 Intel 53
Stamina 76/ 76

Shall we try to enlist him?

Hire as many good generals as you can. Charmers should stay in cities to oversee their growth.

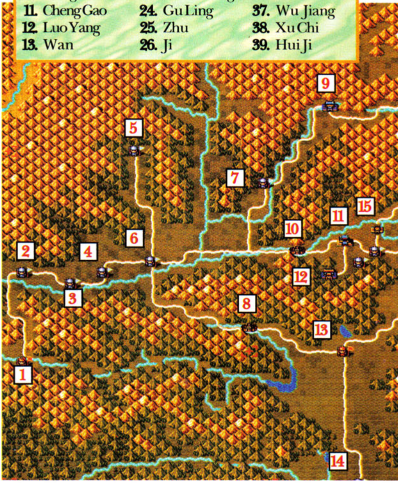


Div	General		
2	Xiang Yu ---	Xiang Sheng Zhou Yin	Chen Ping
4	Zongli Mei ---	Hsiao Jiao Luma Tong	Ding Gong
5	Long Qie ---	Fan Tseng Cao Jiu	Xiang Zhuang
6	Ji Bu ---	Zhang Yi ---	Xiang Po
Left	---		

What will you change?

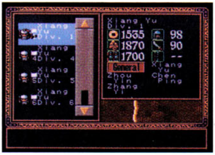
206 B.C. XIANG YU'S GLORY

1. Nan Zheng
2. CHEN Cang
3. Fei Qiu
4. Xian Yang
5. Gaonu
6. Li Yang
7. Ping Yang
8. Wuguan
9. JIin Yang
10. Hangu Guan
11. Cheng Gao
12. Luo Yang
13. Wan
14. Jiang Lig
15. Guang Wu
16. Ying Yang
17. Yang Di
18. Jing Kou
19. Xiang Guo
20. Cjaoge
21. Dai
22. Ju Lu
23. Wai Huang
24. Gu Ling
25. Zhu
26. Ji
27. Ping Yuan
28. Chang Yi
29. Sui Yang
30. Pei
31. Shou Chun
32. Liu
33. Lin Zi
34. Gao Mi
35. Peng Cheng
36. Gai Xia
37. Wu Jiang
38. Xu Chi
39. Hui Ji



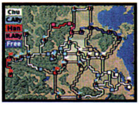
STEP 3: MOVE OUT

You won't know anything about the enemy as the game starts, so skip the first Move phase, then check enemy positions and organize your troops in the Plan phase. From the second turn on, you can move your army accordingly. Be sure to Stock divisions with enough gold and food.



Xiang Yu Div. 1
Xiang Yu 4Div. 4
Xiang Yu 5Div. 5
Xiang Yu 6Div. 6

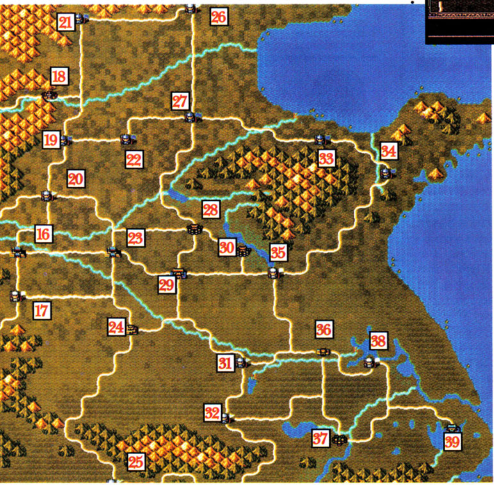
Xiang Yu Div. 1
1535 98
1870 90
1700 --
General Xiang Yu
Zhou Yin Chen Ping
Zhang Yi



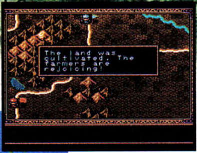
Always check the map for enemy and allied movement and positions. Try to head them off at the pass!

TROOPS AT HOME

TROOPS IN THE FIELD GUARD THE CITIES, WHILE TROOPS AT HOME HELP GROW FOOD, BUILD A HEALTHY ECONOMY AND DEVELOP A STRONG CIVILIAN POPULATION.

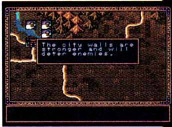


STEP 1: FARM AND BUILD

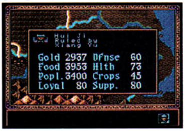

The land was cultivated. The farmers are rejoicing!

Larger cities will produce more food, gold and soldiers for the war effort.

While soldiers can protect your cities and conquer new territory, they can't survive on their own. Using the Farm command not only provides you with more food to feed them, it also helps increase the civilian population and strengthen the economy. The results are more candidates for the military draft and more money to spend. The Build command increases a city's defensive power, making it easier to withstand attacks. It's also crucial to keep your citizens happy, so be sure to hold a Feast every so often to maintain their Loyalty. A city with a low Loyalty rating will not grow properly.

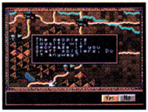

The city walls are stronger and will deter enemies.

Both Farm and Build will also help increase a city's Loyalty rating.


Hui Ji
Ruled by
Xiang Yu
Gold 2937 Dfnse 60
Food 3953 Hlth 73
Popl. 3400 Crops 45
Loyal 80 Supp. 80

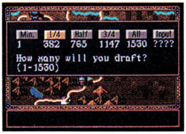
Check a city's statistics on a regular basis to monitor its progress.

STEP 2: REGULATE THE DRAFT


The people's loyalty will decrease if you draft soldiers. Do it anyway?

The more people you draft, the more Loyalty will go down. Can you risk it?

As you begin to wage war, you'll need to replace fallen troops by drafting people from your cities. The drawback is that using the Draft command decreases a city's Loyalty. Build up a city's population, then Draft only a small percentage of the people at a time. Alternate Draft with Farm and Build, and allow the Loyalty to increase before drafting again.



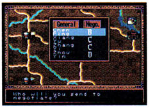
Min.	1/4	Half	3/4	All	Input
1	382	765	1147	1530	????

How many will you draft?
(1-1530)

Never draft an entire city's population at once. One fourth is a good ratio.

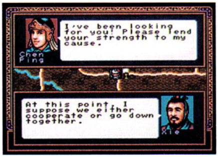
STEP 3: NEGOTIATION

While some may rely on military conquest to achieve their goals, alliances can accomplish many of the same tasks without the effort or bloodshed. Besides providing help in battle, allies may also give you food and gold when you need it. Never stop trying to find new allies.



General	Nego.
Chen Ping	B
Xiang Yu	C
Zhang Di	C
Zhou Yin	D

Who will you send to negotiate?


Chen Ping: I've been looking for you! Please lend your strength to my cause.

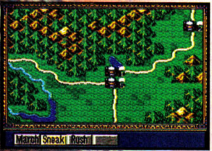
Xie: At this point, I suppose we either cooperate or go down together.

Xiang Yu starts the game with two B-rated Negotiators. Try to recruit the A-rated general that appears later.

ONCE MORE INTO THE BREACH

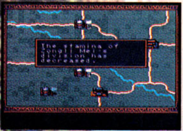
NOW THAT YOUR CITIES ARE STRONG AND YOUR ARMIES PREPARED, IT'S TIME TO CHALLENGE YOUR OPPONENT FOR CONTROL OF THE NATION. HERE ARE SOME BASIC BATTLE STRATEGIES.

STEP 1: MARCH, SNEAK, RUSH



Use the Sneak command to ambush an enemy division or city. An attacker hidden by Sneak will have better odds in battle.

The Move phase gives you the option to March, Sneak or Rush your troops to new positions. You can March a division up to 3 or 4 squares, depending on the commanding general's Skill. Sneak allows you to move unseen by the enemy, but only up to 2 squares. Rush allows a unit to cross 4 or 5 squares, but their Spirit (morale) and Stamina will decrease. If a unit ends its movement phase next to an enemy, they will be given the option to Attack and start a battle.

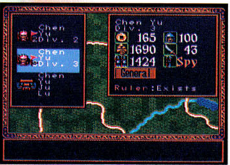


The stamina of Zongli Mei's division has decreased.

It's best to use the Rush command only for extreme emergencies.

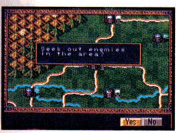
STEP 2: SPY AND SEEK

The Spy command can only be used by the ruler's unit, but you should use it whenever possible to find out an enemy's strength before a battle. If you suspect an ambush, the Seek command can help you uncover any enemy units lurking nearby.



Chen Yu Div. 2
Chen Yu Div. 3
Chen Yu Ju Lu

Chen Yu Div. 3
165 100
1690 43
1424 Spy
General
Ruler:Exists

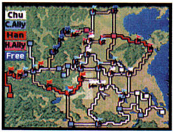


Seek out enemies in the area?

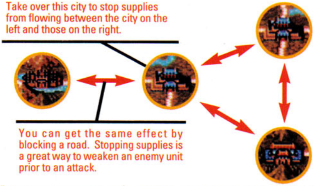
Look for the enemy ruler by Spying. If he's outside of a city or otherwise vulnerable, attack him with all your available forces!

STEP 3: SUPPLIES AND LOYALTY

As long as the roads between your cities and troops are clear and controlled by you, you can automatically supply your army with Gold and Food. If the roads are blocked or a key city has been taken over by the enemy, you may not be able to pay or feed your men!



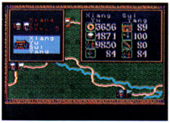
The white lines are Xiang Yu's supply routes, and the red are Liu Bang's.



Take over this city to stop supplies from flowing between the city on the left and those on the right.

You can get the same effect by blocking a road. Stopping supplies is a great way to weaken an enemy unit prior to an attack.

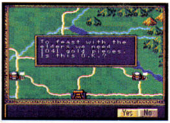
Keep an eye on each city's Loyalty rating. If it slips below 30 points, you run the risk of the populace rrevolting if your troops leave the city.



Xiang Yu Div. 5
Xiang Yu Sui Yang

Xiang Yu Sui Yang
3656 89
4871 100
9850 80
84 84

What's the use of taking over the country if people won't follow you? Keep the citizens happy!

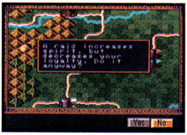


To feast with the elders we need 1041 gold pieces. Is this O.K.?

The ruler can host a Feast in the city. This will raise Loyalty, but it can get very expensive.

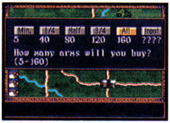
STEP 4: STOCK

Once your supply lines are secure, be sure to Stock divisions with essential items. This helps maintain all their stats. Besides providing Gold and Food, you should buy Armor to increase your army's battle strength.



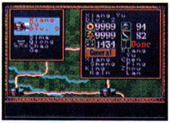
A raid increases spirit, but decreases your loyalty. Do it anyway?

Always request supplies. Avoid Raiding a city , as this decreases Loyalty.



Min. 1/4 Half 3/4 All Input
5 40 80 120 160 ????
How many arms will you buy?
(5-160)

Armor can make smaller units more effective and help you overcome an enemy with more soldiers.



Xiang Yu Div. 2
Sima Qiong
Chao Oe

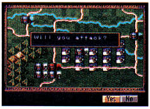
Xiang Yu Div. 2
9999 94
9999 82
1431 Done
General
Xiang Yu
Xiang Sheng
Chen Ping
King Hsin
Zhou Lan

Building up a large Food and Gold supply allows you to fight for quite a long time.

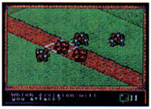
DOWN AND DIRTY

YOU GLARE ACROSS THE FIELD OF BATTLE —AND GIVE THE ORDER TO ATTACK!

STEP 1: FIELD BATTLE

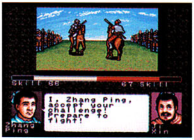

Will you attack?

Keeping your units together lends them greater strength.


Which division will you attack?

The enemy can't counterattack against an Arrow attack.

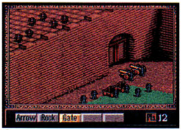
When gathering your troops for an attack, combine two or three divisions into one unit for greater strength. For example, your odds of winning are better when attacking with 6,000 soldiers all at once than when launching three separate attacks with 2,000 soldiers each. Once the battle begins, try to surround the enemy and hit their flanks where they're more vulnerable.


I, Zhang Ping, accept your challenge! Prepare to fight!

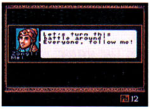
Defeat an enemy general in a Duel to decrease their Spirit before the main battle.

STEP 2: CITY BATTLE

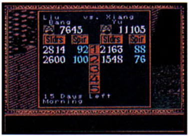
An enemy unit may occupy a city or retreat to it. Check the city's status to determine your tactics. If the City Gate (Defense Level) is high, then concentrate on Arrow and Rock attacks to defeat the soldiers along the walls. If the Defense is low, concentrate on Gate attacks to gain entrance to the city. The enemy has the advantage of the high ground, so don't blunt your attack by switching tactics too often. Night battles are especially risky.



Choose one major tactic and stick to it.


Let's turn this battle around! Everyone, follow me!

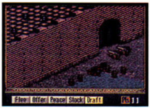
A night battle could easily spell disaster!


Liu Bang vs. Xiang Yu

Liu Bang 7645			Xiang Yu 11105	
Sldrs	Spir		Sldrs	Spir
2814	92	1	2163	88
2600	100	2	1548	76
		3		
		4		
		5		

15 Days Left
Morning

If you're the city defender, you can draft reinforcements before an attack.

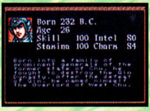


Your army's Spirit could mean the difference between victory and defeat!

A CLASH OF TITANS

Which ruler has a better chance of winning? That depends largely on YOUR knowledge and skills.

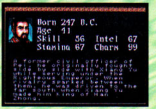
XIANG YU


Born 232 B.C.
Age 26
Skill 100 Intel 80
Stamina 100 Charm 84

Born into a family of prominent generals of the former State of Chu, he fought to destroy the Qin Dynasty. After the defeat of Qin, he named himself the Overlord of West Chu.

Xiang Yu's martial skills are second to none. With his ferocity balanced by the wisdom of his advisor, Fan Tseng, he may be an unstoppable force!

LIU BANG


Born 247 B.C.
Age 41
Skill 56 Intel 67
Stamina 67 Charm 99

A former civil officer of Pei, he originally fought side by side with Xiang Yu while serving under the Righteous Emperor. When rivalry sparked between them, he was driven to the far south when Xiang Yu made him King of Han Zhong.

He's not the warrior that Xiang Yu is, but with his superior Charm, Liu Bang can enlist the best generals in the land to help him become Emperor!

STRATEGY

Grab your sword, shield and Nintendo Power Magazine before you head into battle! Lose any one of these and your adventure could be over!

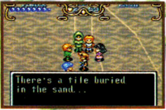
ILLUSION of GAIA™

PLAYER
ENEMY

While we have covered most of the tougher areas of Illusion of Gaia in past issues of Nintendo Power, players are still getting stuck in places. This month's Epic Center gives you step-by-step help through the Sky Garden, and lists the locations of all the Red Jewels in the game!

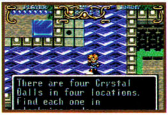
The Sky Garden

Once you have discovered the Sky Garden above the Nazca Plains, the Moon People will tell you of the four crystals that are hidden in the flying fortress. In order to locate the evil demon that is protecting the second Mystic Statue, you must find all four of the Crystal Balls and place them in the slots located in the central plaza of the Sky Garden. Finding the Crystal Balls is tricky, so be ready to fight some monsters!



There's a tile buried in the sand...

After you solve the mystery of the Nazca Plains, you'll be whisked to the Sky Garden.

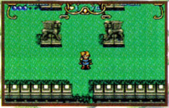


There are four Crystal Balls in four locations. Find each one in

Talk to the Moon People in the Sky Garden to learn their secrets.

The First Crystal Ball

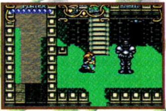
From the central plaza of the Sky Garden, take the upper right exit. Defeat all of the enemies that you can reach, in this area, then work your way to up and to the right, to a room with eight winged statues. Walk all the way down and drop off of the edge to enter the Back Garden, then defeat all of the enemies as you work your way to the lower right corner. Drop through the gap in the wall to return to the Sky Garden and open the chest to receive an Herb. Jump back through the gap to the Back Garden and work your way left to the next gap in the wall. Drop down to the Sky Garden, defeat the enemy and open the chest to find the first Crystal Ball.



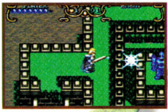
Walk all the way down past the winged statues and drop off the edge to find the Back Garden.

The Second Crystal Ball

When you return to the central plaza, take the exit in the lower right corner. Defeat the four enemies, work your way to the lower left corner of the area, climb the ladder, then run down the hill. You will fly across a wide gap and land near a statue that is holding a large sword. Walk up to the statue and defeat the sword when it flies toward you. Stand next to the statue and press the L or R Button to move the statue, then enter the doorway that was hidden behind it. Enter the Dark Space, change into Freedan and save the game. Exit the room and work your way to the upper area, using Freedan's Dark Frier power to destroy the enemies that are too far away to reach with your sword. Walk right and drop down through the gap to the Back Garden. Go all the way down and drop through the gap back to the Sky Garden, defeat the enemies, then open the chest to get the second Crystal Ball.



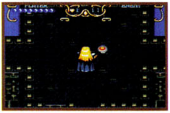
Defeat the Knight's Sword then move the statue away from the door with the L or R Button.



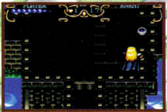
Use Freedan's Dark Frier power to defeat the enemies that are too far away to reach.

The Third Crystal Ball

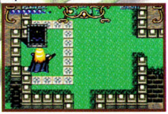
From the central plaza of the Sky Garden, take the lower left exit, then defeat all the enemies within your reach. Work your way down, left, then up to a gap in the wall. Drop through the gap to reach the Back Garden. Hit the orange switch to drop the pedestals, then fall back through the same gap and return to the Sky Garden. Work your way to the upper left section of this area and drop down through the gap to return to the Back Garden. Walk to the right and stand below the blue switch, then use Freedan's Dark Frier power to trip the switch. Return to the gap and drop back down to the Sky Garden. Enter the Dark Space and change back into Will, then save



When you hit the orange switch, the pedestals will drop in both the Back and Sky Gardens.

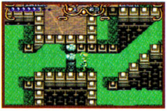


Use Freedan's Dark Frier power to trip the blue switch.

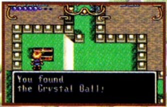


Return to the Dark Space, change back into Will, then save your game.

your game. Walk all the way down until you see a treasure chest on a ledge to your left. Walk to the right until you see a blue post. Stand on the right side of the blue post, then run to the right. You will run down one ramp, up another, then stop when you reach two statues. Use the Psycho Dash to destroy the statues, then go down to the gap in the wall and jump down to the Back Garden. Defeat the Knight's Sword in the lower right corner, then move the statue to the left using the L or R Button. Stop the Statue on the switch, then drop back down through the gap to the Sky Garden. Destroy the two statues with the Psycho Dash, climb the ladder and run down the hill. You will continue running until you reach the chest with the third Crystal Ball.



Use the Psycho Dash to destroy the two statues, then climb up the ladder.



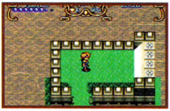
You found the Crystal Ball!

Run down the hill and all the way to the chest that contains the Crystal Ball.

The Fourth Crystal Ball

After returning to the central plaza of the Sky Garden, take the exit in the upper left corner. Defeat the first enemy, then climb up the ladder and run down the hill. As you run, press Up on the Control Pad so when you hit the next ramp, you'll fly through the air. When you land, defeat the enemies and climb the ladder in the upper left corner.

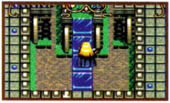
Run down the hill, hit the ramp, then hold Down on the Control Pad while you're flying. This will help you stop when you land. Walk down the path to the gap in the wall, then drop down to the Back Garden. In the upper left corner of this area, you will find the Dark Space where you can turn into Freedan. Use Freedan's Dark Frier power to defeat the Knight's Sword in the lower right corner of this area, then move the statue onto the switch using the L or R Button. Work your way to the gap in the lower right corner and return to the Sky Garden. Climb the ladder in the lower left corner, run down the hill, and hold Down on the Control Pad to take the lower path. Open the chest to get the fourth Crystal Ball.



Press Down on the Control Pad while you're flying so you'll stop on the first platform.

Placing the Crystal Balls

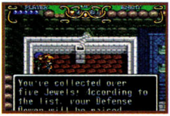
Once you have discovered all four of the Crystal Balls, return to the central plaza of the Sky Garden. In the center of the plaza, there are four light blue squares floating in the air. Equip each of the Crystal Balls and place one in the hole next to each square. The Blue Squares will slide towards the center and create a walkway that you can use to get to the guardian of the second Mystic Statue!



After you place the Crystal Balls in their proper places, you'll gain access to the Mystic Statue.

Red Jewels

As you travel through the game you'll discover Red Gems hidden in various places. The more of these Red Gems that you can find, the better the rewards you'll receive. There are 50 to find, and if you collect them all you will discover a secret area of the game. Most players never locate all of the Jewels, so we've put together a list of all the Jewel locations to help you complete your quest. The Red Jewels are not numbered in the game, but this list numbers the Jewels in the order you'll most likely find them.

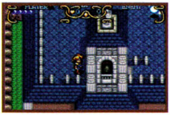


You've collected over five Jewels! According to the list, your Defense Power will be raised

Trade in the Red Jewels you find for various rewards.

Red Jewel 1

The first Jewel is in the Bell Tower in the Town of South Cape. Go up onto the roof of the school, stand on the left side of the tower, then walk to the right and press A to find the Jewel.



Look inside the Bell Tower of your school for the first Red Jewel.

Red Jewel 2

The second Jewel is in the basement of Lance's House in the Town of South Cape. Enter the building, walk downstairs, then search the pots in the basement to find the Red Jewel.

Red Jewel 3

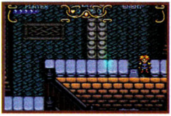
The third Red Jewel is also in South Port, but it is missed by most players. Go down to the Seaside cave and walk in and out of the cave until the fisherman appears outside the cave. Look inside the pot that's sitting next to him to find the Jewel.

Red Jewel 4

You can find the fourth Jewel inside Edward's Castle. From the entrance of the castle, walk all the way to the right and stand behind the pillar that's between the two doorways. A hidden servant will give you the Jewel when you press the A Button.

Red Jewel 5

After you've escaped from prison, you'll make your escape through the Underground Tunnels. When you find the orange switch that is rusted shut, climb the stairs and drop down on top of the switch. A secret door that leads to the fifth Jewel will appear.



Jump off of the ledge above to trigger the rusty orange switch.

Red Jewel 6

The sixth Jewel is found in the Underground Tunnels after you've changed into Freedan. This Jewel is easy to find.

Red Jewel 7

Search for the seventh Jewel in the room in the Underground Tunnels where you first meet Lilly. Look in the area between the barrels and wall at the bottom of the room.

Red Jewel 8

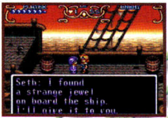
When you reach the Itory Village, search near the woodpile by the entrance of the town. Stand as far to the left as you can, between the rocks and the woodpile, then press the A Button to find the Red Jewel.

Red Jewel 9

You will find this Red Jewel in the Incan Maze at Larai Cliff. This Jewel is inside a chest, so it isn't difficult to locate.

Red Jewel 10

While you're on the Incan Gold Ship, you'll need to be careful if you want this Jewel. After you've fallen asleep, but before you look at the Queen's Skeleton, walk out onto the deck of the ship and talk to Seth to get the Jewel.

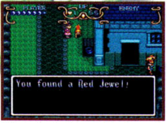


Seth: I found
a strange jewel
on board the ship.
I'll give it to you.

Make sure that you speak with Seth on the deck of the Incan Ship before you look at the Queen's Skeleton.

Red Jewel 11

When you arrive in the town of Diamond Coast, exit the house and look in the pot that is immediately to the right of the door.



You found a Red Jewel!

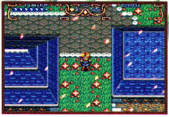
When you wake up in the town of Diamond Coast, look inside the pot outside the door of the house.

Red Jewel 12

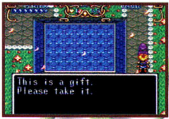
In the Inn at Freejia, go upstairs to the second floor and search inside the room on the far right for the Jewel. Walk up to the green pot and press the A Button to get the Jewel.

Red Jewel 13

In the town of Freejia, stand between the two blue houses in the right corner of town and press down to jump over the barrier. Walk down and jump over the barrier again to land on a secret path. Follow the path up and right to find the man who will give you the Jewel.



Stand between the two blue buildings and drop across the barrier.



This is a gift.
Please take it.

Walk around the building to find the hidden man who gives you the Jewel.

Red Jewel 14

After you locate the missing worker, talk to the Labor Dealers at the top of the town to receive the Red Jewel.

Red Jewels 15, 16 & 17

When you rescue the workers in the Diamond Mines they will give you three Red Jewels. You can't miss these Jewels!

After you rescue the workers in the Diamond Mines, you get three more gems.

Red Jewel 18

This Red Jewel is located in the upper right area of the Sky Garden. Look for it when you are getting the first Crystal Ball.

Red Jewel 19

This Jewel is located in the lower left area of the Sky Garden. You'll find it while searching for the third Crystal Ball.

Red Jewels 20, 21 & 22

All three of these Jewels are located inside the Seaside Castle. Search for all three treasure chests before you leave the castle.

Red Jewel 23

This Jewel is located in the Land of Mu, but you cannot find it until you've found both statues of hope. After you place the second statue, walk down from the room and open the chest that was previously submerged.

Red Jewel 24

Exit the room in Angel Village that has the Dark Space, then enter the first door on the right. Enter the next door on the right, walk up to the fountain on the left side of the room, face the fountain then press A to get the Jewel.

Red Jewel 25

Exit Istar's room in Angel Village through the bottom exit, then walk left until you see a small gap in the bottom wall. Go through the gap, walk left to the next gap, then use the Psycho Slider to go through it. Continue left and enter the next gap in the lower wall. Enter the door on the far left of your screen, then use the Psycho Slider to enter the small gap in the top wall. Inside the secret room you will find the Jewel.

Red Jewel 26

Exit Istar's room in the Angel Village, go left and enter the next door. Search inside the brown pot to find the Jewel.

Red Jewel 27

When you complete the puzzles in Istar's Room you will receive this Jewel.

Red Jewel 28

When you arrive in the town of Watermia, search for a Red Jewel inside one of the pots located in the city.

Red Jewel 29

Search the upper right pot inside the Gambling house in the town of Watermia.

Red Jewel 30

This Jewel can be found at the Great Wall of China when you are searching for the fourth Mystic Statue.

Red Jewel 31

From the Dark Space in the town of Euro, go downstairs and exit the building. Walk to the right, up the alley, and take the first path left. Continue walking left until you see yourself standing between four different buildings, then press A to find the Jewel.

Red Jewel 32

Bring apples from the market in Euro to the woman who requests them to get this Red Jewel.

Red Jewel 33

Talk to the Statue inside the Shrine of Euro to make a doorway appear behind it. Enter the door and go downstairs, then search inside a barrel to find the Jewel.

Red Jewel 34

After arriving in Euro City, return to Watermia. Go to Luke's House and talk to Lance to receive the Red Jewel.

Red Jewel 35

Search for a chest near the second Dark Space on Mt. Kress. Inside the chest you'll find the Jewel.

Red Jewel 36

You'll find this Jewel in the Native Village. Enter the building on the right side of the Village and search inside the lower left pot.

Red Jewel 37

Enter the first building in Ankor Wat and take the stairs in the upper right corner. Run down the slope to the right and up the next hill. Open the chest to get the Red Jewel.

Red Jewel 38

Exit the Dark Space in Ankor Wat where you received the Earth-Quaker power, then return to entrance of the second building. Walk left, climb the stairs, then drop off the edge while using the Earth-Quaker to freeze all of the enemies. Defeat the enemy on the left then work your way up to the exit. Open the chest in the next room to get the chest.

Red Jewel 39

Once you find the Dark Space in the Main Hall of Ankor Wat, fall off the ledge and walk counterclockwise around the path, then go up the stairs. Walk left past two pits, then use the Psycho Slider to go through the small opening. Fall into the pit to your right to find the chest that holds the Red Jewel.

Red Jewel 40

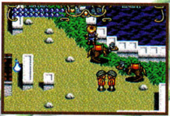
Instead of falling into the pit that took you to Red Jewel 39, walk down and right to the stairs. Take the stairs to Main Floor 3F, walk left to the small opening and use the Psycho Slider to go through it. Work your way up and right, take the stairs to Main Floor 4F, then follow the path to the chest.

Red Jewel 41

After getting the Gorgon Flower, return to the Native Village and revive the statue in the right-hand building. Talk to it to get the Jewel.

Red Jewel 42

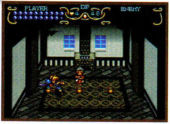
On the right side of the Town of Dao, there are two men talking near two camels. Stand on the left side of them, so you are almost touching the man on the left, then walk straight up, past the camel, to the brick wall. Face up and press A to find the Jewel.



Walk up past the camel, face the wall, and press A to find the Jewel.

Red Jewels 43 & 44

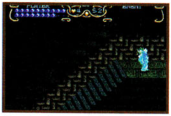
To get these two Red Jewels you must play the Snake-Pop game in the upper right house in the town of Dao. Hit the snake 51 times to receive both of them.



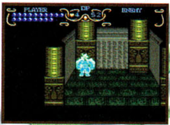
When you beat the Snake-Pop game, you'll gain two Jewels.

Red Jewel 45

This Jewel is found inside the Pyramid. From the entrance, walk right until you reach the stairs on the far right side. At the top of the stairs, use Shadow's Aura ability to sink through the floor. When you appear in a new room, stand in the upper left corner, face up, and press A to find the Jewel.



Stand at the top of the stairs on the far right. As shadow, and use the Auru to sink through the floor.



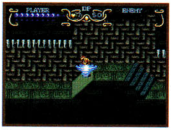
Inside the secret room, stand in the upper left corner, face the wall, and press the A Button.

Red Jewel 46

Exit the second Dark Space in the Pyramid as Shadow, then enter the second door on the right. Walk right and down the stairs. Go left to a small stairway going straight up, then stand a couple of steps to the right from the base of the stairs. Use Aura to sink through the floor, go up to the top of the stairs, then sink through the floor again. When you stop sinking, open the chest to get the Jewel.

Red Jewel 47

Exit the second Dark Space in the Pyramid as Will and enter the first door on the right. Work your way left and enter the door, then work your way right and enter the next door. Avoid the enemies and take the door on the far left side of the room. Repeat this in the next five rooms, then go to the right until you find a wall of spikes. Use the Spin Dash to travel through the wall, enter the first door, then open the chest to get the Jewel.



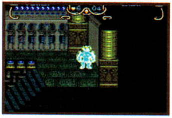
Use the Spin Dash to make it safely past the falling walls of spikes.

Red Jewel 48

Exit the second Dark Space in the Pyramid as Will, then enter the first door on the left. Go to the right until you reach a small ramp, then use the Spin Dash to go up the ramp. Open the treasure chest to find the Jewel.

Red Jewel 49

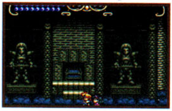
Exit the second Dark Space in the Pyramid as Shadow, then enter the second door to the left. Go left down the first set of stairs, then use Aura to sink into the floor before the second set of stairs. In the next room, enter the door on the far right, then enter the door on the far left. Walk to the right and take the stairs going down. Continue left down the second stairway, then walk right all the way to the wall. Use the Auru to sink through the floor then open the chest to get the Jewel.



While you're standing next to the wall, use Shadow's Aura power to sink through the floor.

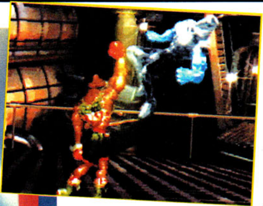
Red Jewel 50

From the entrance to the Tower of Babel, go up through the first door, then walk to the right until you see a blue box between two statues of Freedan. Walk up to the blue box and press A to get the final Red Jewel.



Search the blue box inside the Tower of Babel to locate the last Red Jewel.

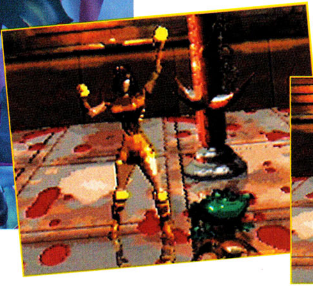
SUPER NINTENDO
KILLER INSTINCT
16 BIT NO LIE

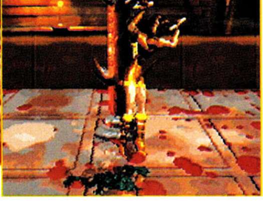


You've been hearing that KI was to be one of the first games to launch with the NU 64, so why is Nintendo coming out with a 16-bit version? The explanation is two-fold, involving both software and hardware technology.

As the video industry has rapidly evolved, only the developers who have kept up with the ever-changing technology have been successful. The developers at Rare have done more than simply keep up—they've broken new ground with titles like Killer Instinct and Donkey Kong Country. While working on DKC and other projects, they developed new compression techniques that they realized would be useful in creating the home version of Killer Instinct. And the techniques they used to score DKC's incredible soundtrack were perfect for reproducing the killer music and sound effects from the arcade version of KI. (More on that later.) The thinking was, "If we *can* produce KI for the Super NES now, why not do it?"

As for hardware, the NU 64 is promising to be even better than expected, which has had Rare's developers, and the fighting-game gurus here at Nintendo, thinking of

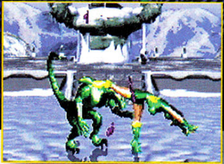


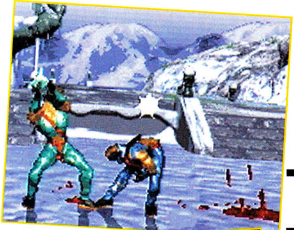


SUPER NES KI!

It's the news you've all been waiting for: Killer Instinct is coming home, complete with all of the killer combos and danger moves that have made it this year's biggest quarter pig at arcades worldwide. And it's coming sooner than you might have expected, because this graphic feast isn't some glitzy, next-generation showcase game—believe it or not, this version is 16-bit, exclusively for the Super NES, of course.

Fulgore. Jago. Riptor. Even Eyedol. All of the original characters will be there, complete with the moves that have gained them arcade fame. The moves are shut-your-mouth smooth, the graphics are unbelievably slick, and best of all, it'll be playing on your Super NES, starting in August. Is this killer news or what?

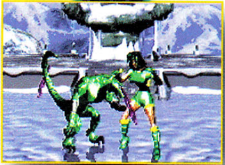


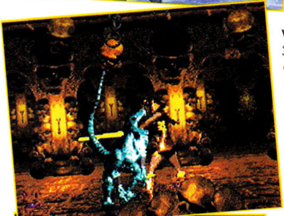


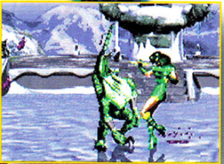
all sorts of ways to improve on the arcade version of KI. Since the hardware technology made it possible, it seemed like a waste not to make the NU 64 version even better.

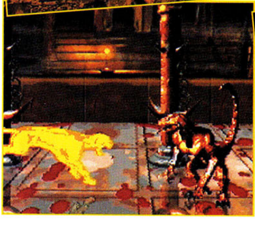
The question everyone's asking is whether or not the Super NES version is, in fact, just like the arcade game. The answer: Yes and no, but mostly yes. What they've crammed into this 32-meg cartridge is nothing short of amazing. All of the screen shots you see here come from the Super NES game. Nothing's been tamed. Nothing's been "watered down." All of the characters will be there, and they'll be able to perform all of the same moves that they do in the arcade version. All of the combos.

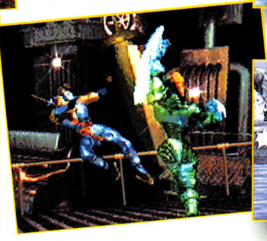
"And all of the special moves are in there, even Riptor's 30-hit Ultra..."

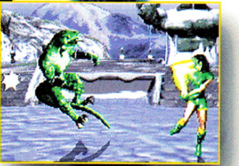






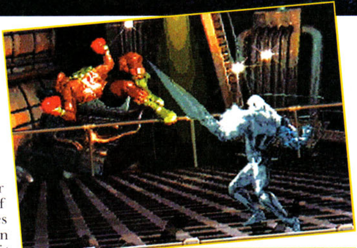




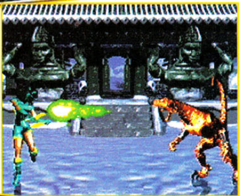


KILLER CUTS!

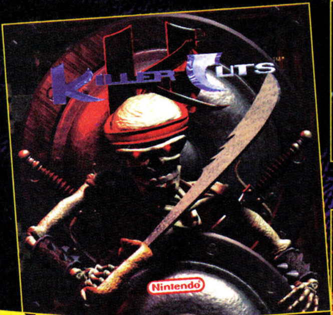
If you're wondering how the Super NES music and sound effects measure up against the arcade version, listen up! The first shipment of Super NES Killer Instinct games, approximately 2 million of them, will be packed with Killer Cuts, a limited-edition CD. That's how good the techno soundtrack is. The CD features 15 tracks, all remixed from the game, plus one secret "humiliation" cut.

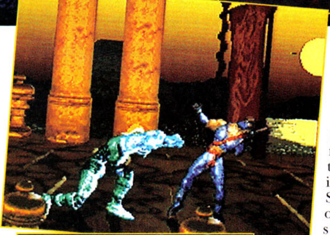


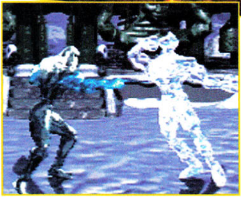
All of the Danger Moves. And all of the special moves are in there, even Riptor's 30-hit Ultra (including, of course, his post-combo breaker triple juggle). What is different is the control. It will take a little getting used to, especially if you've put in hours on arcade machines, but, if anything, moves will be slightly easier to execute in the Super NES version. (The fighting purists who designed the game "loosened up" the special moves—they didn't want players' ability to win to be dependent on their ability to do special moves.) Players using six-button joysticks should have absolutely no problem adjusting, and arcade fanatics with nimble fingers will easily adapt to using a regular controller. Players can customize their controller setups to whatever they like best.

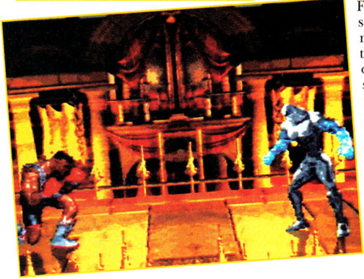


Titles include:
K7 Feeling
The Way U Move
Controlling Transmission
Oh Yeah
It's a Jungle
Do It Now
Full-bore
The Instinct
Yo! Check This Out
Freeze
Trailblazer
Tooth & Claw
Ya Ha Haa
Rumble
The Extreme









The game plays great, and it looks better than ever. According to Product Development Manager Ken "I-live-for-fighting-games" Lobb (you met him in the DKC video), there is actually more detail in the backgrounds of the Super NES version. Because of the advanced compression techniques, backgrounds that faded to darkness in the arcade version are fully rendered in the 16-bit version. Check out Jago's level to see what we mean.

In describing some of the techniques that give the game its detail, Lobb says, "Sometimes the emulation of reality is better than reality." You'll see birds on the wing, clouds blowing through in both directions, and in the Fulgore level, you'll see swinging lights, reminiscent of DKC, that change the colors of the objects they strike. The Super NES version uses both line scrolling and parallax scrolling, and you'll also see detailed foregrounds that were absent from the arcade version. (Take a look at the spikes in the Eyedol level.) And one of

KILLER QUIPS!

In the heat of the battle, you probably pay only passing attention to the expressions used and sounds made by the different fighters. For those of you who've tried to figure out what they're saying, though, we talked to Ken Lobb and others who worked on the game for an explanation.

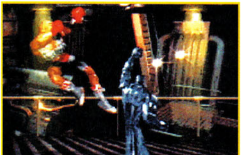
B. Orchid

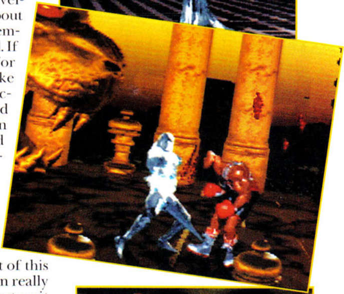
The voice of Japan's most dangerous spy is Keiko Tamura (a.k.a. Bomberwoman), who works at Nintendo of America. Most of her expressions are straightforward translations from Japanese.

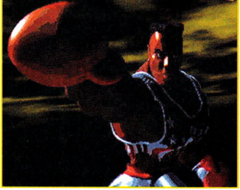
Lasa-ken: Orchid's projectile is the Lasa-ken. According to Keiko, Lasa means laser and Ken means sword.

Ichi-ni-san: It's the ol' one-two-three, ichi meaning one, ni two and san three. This expression is usually heard only by those foolish—or unlucky—enough to let Orchid initiate a deadly combo; there is, however, another way to do this move!

Moeru Hyo: Means "burning panther." Originally, the plan was for Orchid to say this when she morphed into the panther, but when the product testers thought about it, they decided that nobody could speak







the most amazing details in this new version is the use of reflection.

If you look closely at the background in Riptor's level of the arcade game, you'll see reflections of the pillars on the floor. When the development team met to talk about the 16-bit version, some members said, "That's really cool. If we can make reflections for the poles, why can't we make reflections for the characters?" The programmers said that it was impossible—then they turned around and did it. So in the Super NES version, you'll see amazingly detailed reflections of the characters that mirror their movements exactly as they step, kick, fall and jump up. The fact that they simply hadn't thought of this detail for the arcade version really has the team thinking—just wait until you see some of the details they'll include in NU 64 games!

On the Super NES, programmers couldn't reproduce the scaling effect used in the arcade version or the full-motion video sequences at the beginning and end of matches; instead, they rendered the best shots from the sequences in impressive, 256-color scenes. There are also more color palettes to choose from for each character in while morphing into another object or thing (who knew?). They really liked the expression, though, so they decided to use it as part of Orchid's combo.

Chief Thunder

Ken Lobb is the voice behind Chief Thunder. His voice was sampled during some late-night sessions at Rare's studio in Twycross, England. When he had to come up with expressions that sounded as if they might be of Native American origin, he called not upon his knowledge of linguistics (!?) but on experience.

Phoenix: Of course, the Phoenix really is the mythical burning bird, so it was an appropriate choice for Chief Thunder's flaming specialty move. Perhaps it's just a coincidence that Lobb attended college in Phoenix, Arizona.

Sammamish: The Sammamish tribe once inhabited the area that is now Redmond, Washington, where Nintendo headquarters is located. Lobb was either calling on his knowledge of Washington State history when he came up with Thunder's expression or thinking of the lake (named for the tribe) that he drives by on his way to work daily.

Tomahawk: In early versions of the game, Chief Thunder's projectile was a tomahawk; the Phoenix came later. The Phoenix looked cool, so it stayed. Later, when the aerial attack was created, they tagged it with the Tomahawk expression.

Fulgore

Although Fulgore doesn't utter any intelligible expressions, the origin of his sound effects is interesting: They're samples of squealing pigs from Rare's vast sound library.

this version, and now, when you win, the palette you selected will show up in your victory scene, another improvement over the arcade game.

All in all, from killer play control to great graphics and sound, everything you expect from Killer Instinct is there in the Super NES version, and you won't have to stand in line to play—unless you have lots of friends over, and when they find out you have KI at your house, that's where the line's likely to form. Because starting in August the arcade comes home.

KUT LOOSE ON AUGUST 30!

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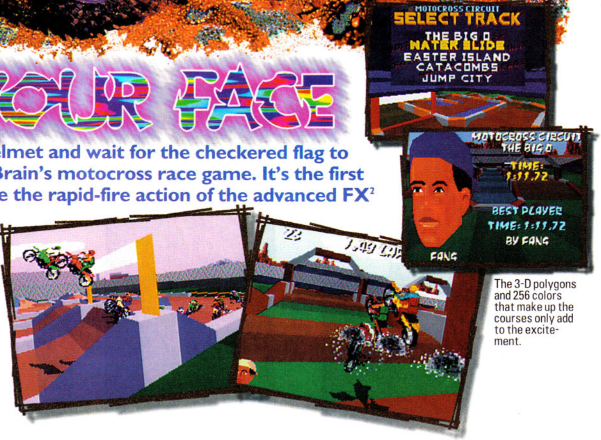
DIRT TRAX FX™

RAPID-FIRE ACTION OF THE ADVANCED FX²

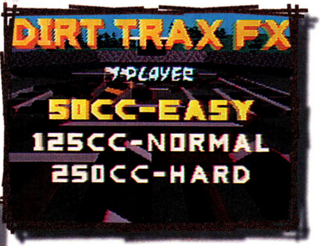
IN YOUR FACE

Strap on your helmet and wait for the checkered flag to drop in Electro Brain's motocross race game. It's the first game to combine the rapid-fire action of the advanced FX² chip with realistic characters formed with rendered graphics. Twenty-two courses on six grueling circuits guarantee hours of mud-eatin' fun!


MOTOCROSS CIRCUIT
SELECT TRACK
THE BIG O
WATER SLIDE
EASTER ISLAND
CATACOMBS
JUMP CITY
MOTOCROSS CIRCUIT
THE BIG O
TIME: 1:11.72
BEST PLAYER
TIME: 1:11.72
BY FANG
FANG

The 3-D polygons and 256 colors that make up the courses only add to the excitement.

START YOUR ENGINES!



DIRT TRAX FX

1 PLAYER

50CC-EASY

125CC-NORMAL

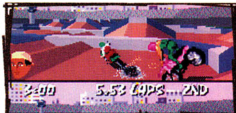
250CC-HARD

Don't start out on the big machines, or you'll hit a wall—literally!

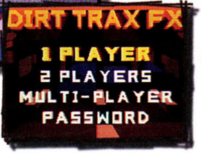
Start out with a 50cc bike just to learn the lay of the land, then move on to 125cc and 250cc bruisers. Master these, and you'll be admitted to four incredibly brutal circuits. To become Dirt Trax FX champ, though, you'll have to tame a 500cc monster!

ONE TO EIGHT PLAYERS

You can pit yourself against the ruthless riders of the Dirt Trax FX circuit or against a friend, with each of you choosing your favorite rider. But heck—Why not throw a mud-fight party? As many as eight can play in multi-player mode. In any mode you choose, Dirt Trax FX will keep tabs on the best course times and ranks of the players with a point system based on finishing positions. You'll also get a password each time you conquer a circuit.



Try slamming into other riders and knocking them off course. Careful, though. The time lost may be your own!



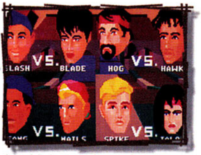
DIRT TRAX FX

1 PLAYER

2 PLAYERS

MULTI-PLAYER

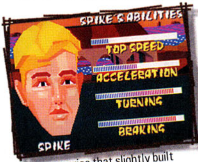
PASSWORD


VS.
BLADE
HOG
VS.
HAWK
VS.
VS.

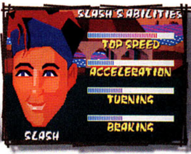
In multi-player mode, matchups are generated randomly.

EIGHT RIDERS

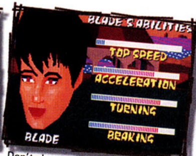
Here's your roster of riders. Remember that you're the boss. Ride 'em. Learn 'em! Because the courses are so different, a rider who excels on one could be toast on another.


SPIKE'S ABILITIES
TOP SPEED
ACCELERATION
TURNING
BRAKING
SPIKE

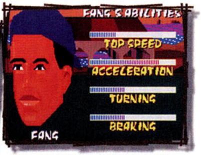
It's no surprise that slightly built Spike is as nimble as an alley cat on tight turns.


SLASH'S ABILITIES
TOP SPEED
ACCELERATION
TURNING
BRAKING
SLASH

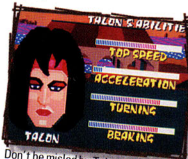
With guts to burn, this savvy vet has no problem keeping up with the hot-rodding young-uns.


BLADE'S ABILITIES
TOP SPEED
ACCELERATION
TURNING
BRAKING
BLADE

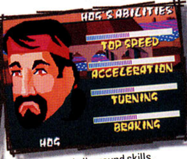
Don't play with this razor-sharp Blade. She has an indomitable will to win!


FANG'S ABILITIES
TOP SPEED
ACCELERATION
TURNING
BRAKING
FANG

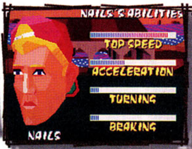
The new kid on the block is out to prove he belongs at the starting gate with the other pros.


TALON'S ABILITIES
TOP SPEED
ACCELERATION
TURNING
BRAKING
TALON

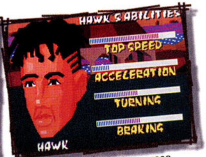
Don't be misled by Talon's jazzy theme music. Once she pegs her throttle, she won't let up.


HOG'S ABILITIES
TOP SPEED
ACCELERATION
TURNING
BRAKING
HOG

Hog has good all-around skills, thanks to long experience cruising American highways and byways.


NAILS'S ABILITIES
TOP SPEED
ACCELERATION
TURNING
BRAKING
NAILS

When Nails says he hasn't seen his brake pedal in five years, you'd better believe him.


HAWK'S ABILITIES
TOP SPEED
ACCELERATION
TURNING
BRAKING
HAWK

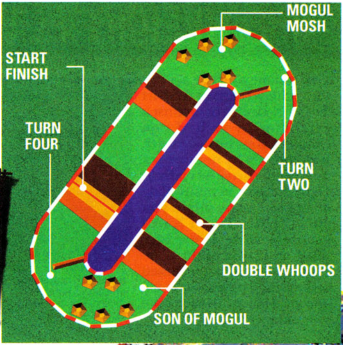
Cool as a cucumber before a race, this hipster has burned many an unwary opponent.

THE MOTOCROSS CIRCUIT

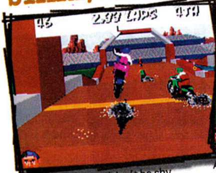
The five courses in the opening circuit are easy to learn, but tough to master. That makes them ideal for tournament and tag-team racing. Train hard: the skills that help you win here will be mandatory if you just want to survive the next four circuits!

THE BIG O

Motocross mavens call the ridges that extend across a course "whoops" and the small bumps "moguls." Here's a good opportunity to learn the ups and downs of both! Try to time your jumps to catch the tops of the whoops and moguls. Otherwise, it's best to avoid them altogether. And don't be distracted by the spectacular desert landscape or the cool fountains. That split-second you lose could prove disastrous!

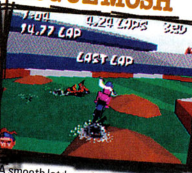

MOGUL MOSH
START FINISH
TURN FOUR
TURN TWO
DOUBLE WHOOPS
SON OF MOGUL

START/FINISH


45
2.33 LAPS
4TH

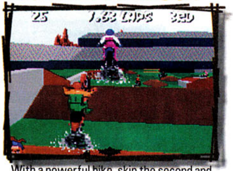
Don't be timid and don't be shy. Nail that throttle as soon as the flag drops and whenever you pass through this section.

MOGUL MOSH


1:00
14.77 LAP
4.24 LAPS
3RD
LAST LAP

A smooth letdown from the two gentle whoops that start the race allowS you to take this corner very tightly.

DOUBLE WHOOP

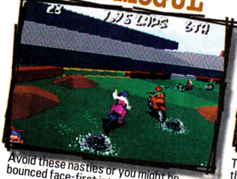

25
1.63 LAPS
3RD

With a powerful bike, skip the second and fourth jumps by popping a wheelie just before you reach the top of the first and third.

PRO TIP

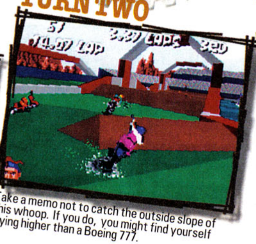
If you time your wheelie and turn hard at Turn Two, you can hop atop the rail and pass on the inside.

SON OF MOGUL


28
1.75 LAPS
6TH

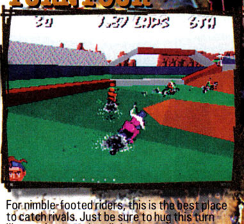
Avoid these nasties or you might be bounced face-first into the track.

TURN TWO


57
14.07 LAP
3.37 LAPS
3RD

Take a memo not to catch the outside slope of this whoop. If you do, you might find yourself flying higher than a Boeing 777.

TURN FOUR

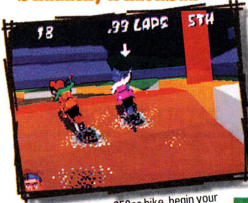

30
1.37 LAPS
6TH

For nimble-footed riders, this is the best place to catch rivals. Just be sure to hug this turn like you hug your handlebar.

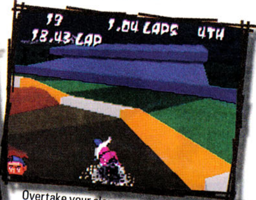
WATER SLIDE

Check your swim trunks at the door. You'll need a full set of leathers for this squishy track! The trickiest part of this course, though, may be the mixture of sharp and wide turns that can throw you off stride—and off course!

START/FINISH

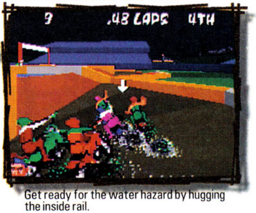

18
.39 LAPS
5TH

If you're riding a 250cc bike, begin your left turn before crossing the line.


19
18.43 LAP
1.04 LAPS
4TH

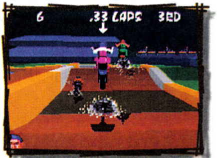
Overtake your slow-turning rivals with aggressive cornering here.

TURN THREE

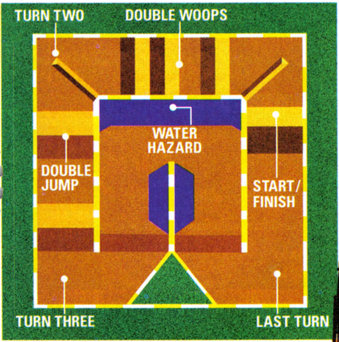

9
.48 LAPS
4TH

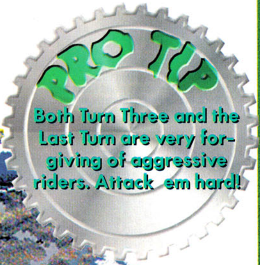
Get ready for the water hazard by hugging the inside rail.

DOUBLE JUMP


6
.33 LAPS
3RD

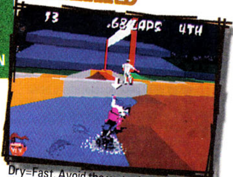
Pop a wheelie on the first jump if you have a high-powered bike, or you might lose speed on the second jump.


TURN TWO
DOUBLE WOOPS
WATER HAZARD
DOUBLE JUMP
START/ FINISH
TURN THREE
LAST TURN



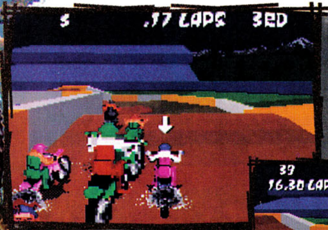
Both Turn Three and the Last Turn are very forgiving of aggressive riders. Attack 'em hard!

WATER HAZARD


13
.68 LAPS
4TH

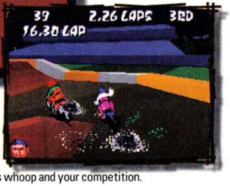
Dry=Fast. Avoid the water by alternating three quick turns with three quick straightaways.

DOUBLE WHOOPS


5
.17 LAPS
3RD

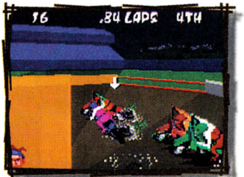
These whoops aren't as high as the one at the start line, so muscle your way to the inside and ride hard.

TURN TWO


39
16.30 LAP
2.26 LAPS
3RD

Defy the laws of physics!
Turn in midair to sail over this whoop and your competition.

LAST TURN

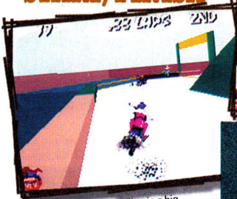

16
.84 LAPS
4TH

This grassy run will lull you if you don't stay alert.

EASTER ISLAND

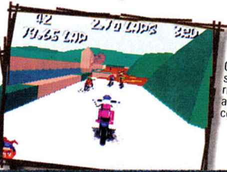
Many a rider has felt cursed by the mysterious monoliths that loom over this exotic course. Look sharp or you, too, might find your dreams going off course! You'll have to thread nasty whoops, icy straightaways and mud pits. But none is as scary as the twin mountains stuck right in the middle of this figure-eight.

START/FINISH



11
.33 LAPS
2ND

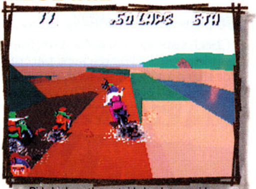
A bike with good handling is a big help on this icy stretch. Don't be afraid to turn sharply at the mountain. Instead of ramming it, you'll just skid outside.



42
19.65 LAP
2.10 LAPS
3RD

Overtake your slow-turning rivals with aggressive cornering here.

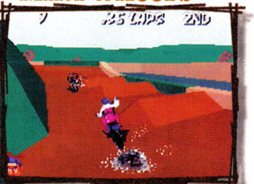
MUD PIT



11
.50 LAPS
5TH

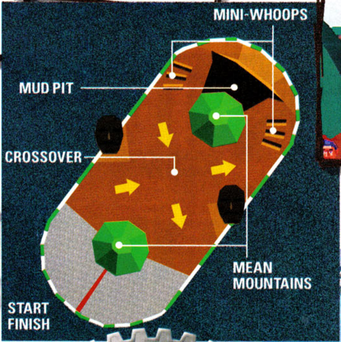
Ride high on the outside bank to avoid a time-consuming slog through the muck.

MINI-WHOOPS



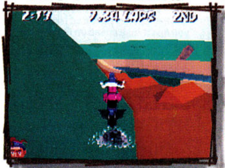
7
.35 LAPS
2ND

It takes nimble steering to sneak between the mountain and these time-killers. High g-Forces here might push you off course!



MINI-WHOOPS
MUD PIT
CROSSOVER
MEAN MOUNTAINS
START FINISH

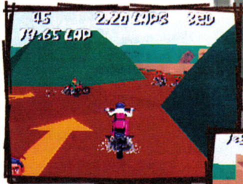
MEAN MOUNTAINS



2.34 LAPS
2ND

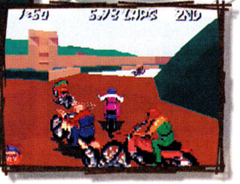
The view from up here is great but the going is slow, especially for bikes with poor acceleration. Stick to the dirt instead.

CROSSOVER



45
19.65 LAP
2.20 LAPS
3RD

Get ready for rush hour! Even rivals you've passed long ago can ram you here.



1:50
5.73 LAPS
2ND

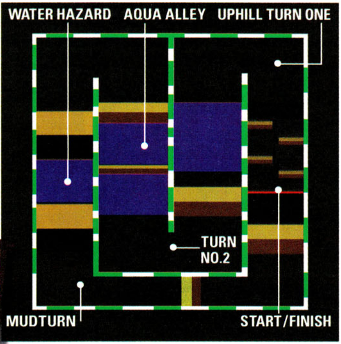
When bikes collide, the one that runs into the other loses time.

PRO TIP

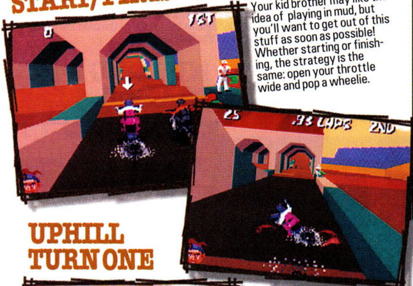
If there's a big crowd at the Crossover, avoid a collision by climbing a mountain. Don't forget to pack your parachute!

CATACOMBS

Hairpin curves, water traps, mud pits, wicked whoops and long, narrow tunnels will tax your motocross skills to the max. One moment you're in a sinew-popping curve and the next you're flooring it. Your secret weapon, though—besides your guts!—may be your ability to execute a carefully timed wheelie.

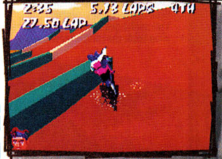

WATER HAZARD
AQUA ALLEY
UPHILL TURN ONE
TURN NO.2
MUDTURN
START/FINISH

START/FINISH


1ST
.33 LAPS
2ND

Your kid brother may like the idea of playing in mud, but you'll want to get out of this stuff as soon as possible! Whether starting or finishing, the strategy is the same: open your throttle wide and pop a wheelie.

UPHILL TURN ONE

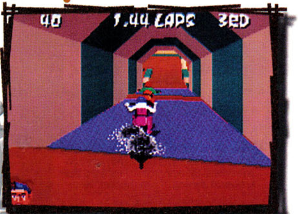

5.13 LAPS
4TH

The steep slope will slow even the biggest bikes. Careful. It's easy to ram the rail!

PRO TIP

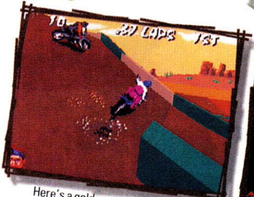
The 125cc and 250cc bikes are particularly treacherous after you take the corner on uphill turns. It's a long way down!

AQUA ALLEY


40
1.44 LAPS
3RD

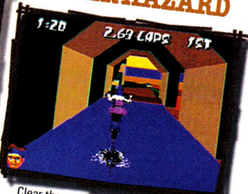
Lean way back on your rear wheel and peg your throttle. Catch the whoop between the two ponds for even more air time.

UPHILL TURN TWO



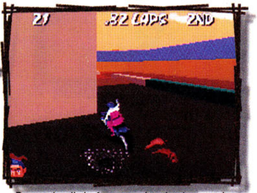
Here's a golden opportunity to pass. The smaller your bike, the closer you should be to the wall as you approach this turn.

WATER HAZARD


1:20
2.69 LAPS
1ST

Clear the water on a 250cc bike. The uneven track on the far side can be treacherous!

MUD TURN

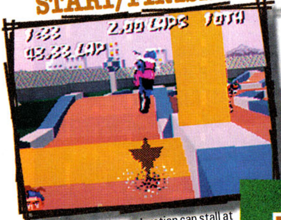

21
.32 LAPS
2ND

Pop a wheelie before entering the deep mud. At the corner, drop your front tire and make an easy left turn.

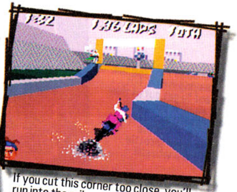
JUMP CITY

D-d-did someone say j-j-jumps? Hold onto your helmet in this chin-chattering course! Because different bikes will do better on different sections, expect lots of jam-ups and lead-changes. The smallest error can cost you a race. Don't be too aggressive, though. It's easy to fly over the low rails!

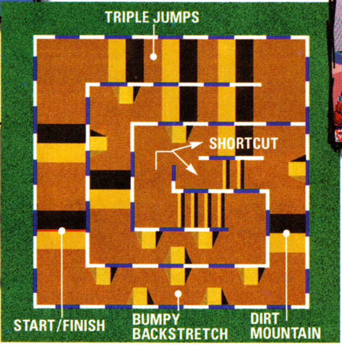
START/FINISH


1:33
2.00 LAPS 10TH
43.33 LAP

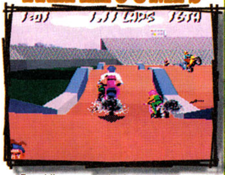
A bike with poor acceleration can stall at the top of the second jump if you pop a wheelie before crossing the yellow line.


1:32
1.95 LAPS 10TH

If you cut this corner too close, you'll run into the rail.

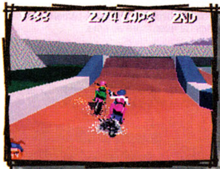

TRIPLE JUMPS
SHORTCUT
START/FINISH
BUMPY BACKSTRETCH
DIRT MOUNTAIN

TRIPLE JUMPS

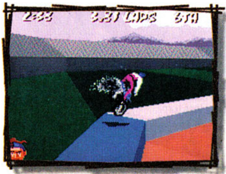


Fast bikes can scale these monsters on one wheel. Slower riders should tap their brakes at the top of jump number two.

DIRT MOUNTAIN

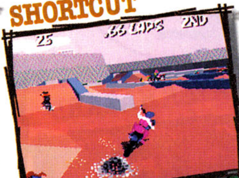

1:33
2.74 LAPS 2ND

Stay close to the inside circle, especially with a 250cc bike...


2:33
3.31 LAPS 6TH

...or you'll feel like you're on a moon launch at Cape Canaveral.

SHORTCUT

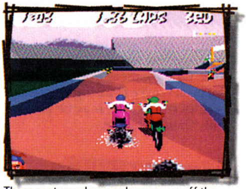

25
.66 LAPS 2ND

Here's a chance to save precious milliseconds, but you'll have to take two quick turns instead of one.

PRO TIP

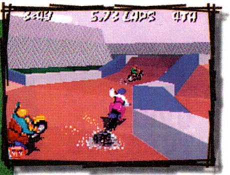
Keep an eye on that lap counter. You can take the shortcut by braking at the 0.65 mark and cutting a hard right.

BUMPY BACKSTRETCH


1.35 LAPS 3RD

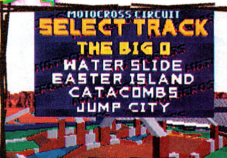
Those nasty wedges can bounce you off the track. Stick to the middle of the road and swing wide at the final corner.

MERGING TRAFFIC

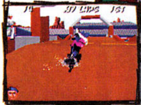

5.73 LAPS 4TH

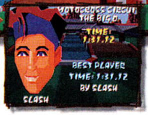
Shortcuts artists, watch out! You might get blindsided by riders who took the long way around.

THE LATEST DIRT


MOTOCROSS CIRCUIT
SELECT TRACK
THE BIG O
WATER SLIDE
EASTER ISLAND
CATACOMBS
JUMP CITY

During a race, Dirt Trax FX keeps you posted on the time elapsed, where you are in a lap and your position. It's valuable info for plotting a racing strategy. But don't ever forget to bring your guts with your goggles. Your competition hates to lose!



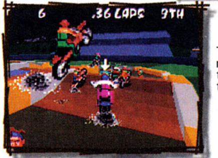

MOTOCROSS CIRCUIT
THE BIG O
TIME:
1:31.12
BEST PLAYER
TIME: 1:31.12
BY SLASH
SLASH

TRAINING

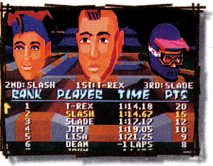
Chalk up some serious track time without any distractions. Ride the toughest parts of any course again and again. You're always in first place!

SINGLE RACE

Race a friend or the field on a course of your choice. An arrow helps you distinguish your rider from the hard-riding herd. Your rider's theme music will play when you grab first place.

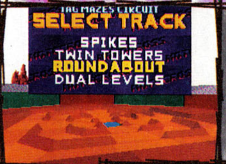


The sinister T-Rex may give you the toughest competition of all.


2ND: SLASH 1ST: T-REX 3RD: SLADE

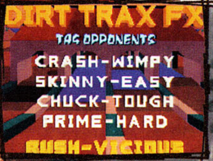
RANK	PLAYER	TIME	PTS
1	T-REX	1:14.18	20
2	SLASH	1:14.67	15
3	SLADE	1:17.17	12
4	JIM	1:19.05	10
5	LISA	1:21.25	9
6	DEAN	-1 LAPS	8

TAG! YOU'RE IT!


TAG MAZES CIRCUIT
SELECT TRACK
SPIKES
TWIN TOWERS
ROUNDABOUT
DUAL LEVELS

Grip your handlebars and get ready for high-powered hide-and-seek! Choose any course from the regular circuits or sign up for the special tag mazes. Then, pick how much time you're allowed to be "It." Tag your opponent by brushing by on your bike. If your opponent's clock runs down before yours does, you win!

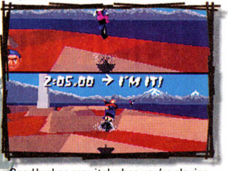
The special tag mazes are full of jumps and hiding places.


DIRT TRAX FX
TAG OPPONENTS
CRASH-WIMPY
SKINNY-EASY
CHUCK-TOUGH
PRIME-HARD
RUSH-VICIOUS

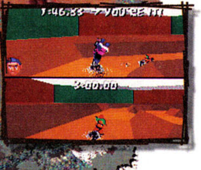
Single players can pick the toughness of their opponents.

PRO TIP

In the one-player mode, keep away from your rival by riding in a pattern. A big figure-eight is especially tricky.

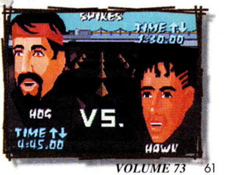


Good brakes are vital when you're playing tag. Slam into an outside rail to automatically become "It."



The split screen helps opposing players keep a wary eye on each other.

Tag mode makes it easy for players of different skill levels to compete by giving the less experienced player more time.



SUPER TURRICAN 2™

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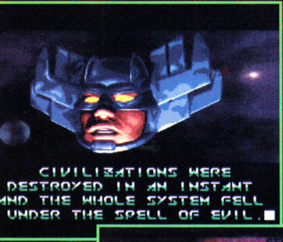
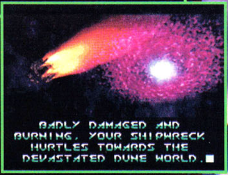


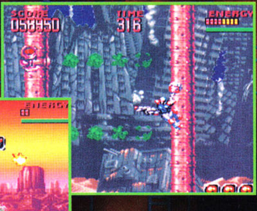
CIVILIZATIONS WERE
DESTROYED IN AN INSTANT
AND THE WHOLE SYSTEM FELL
UNDER THE SPELL OF EVIL.

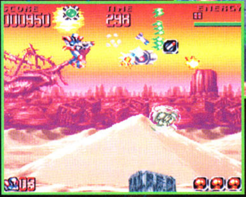


BADLY DAMAGED AND
BURNING, YOUR SHIPWRECK
HURTLES TOWARDS THE
DEVASTATED DUNE WORLD.

SAVE THE GALAXY ONE MORE TIME!

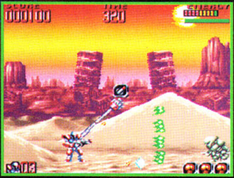
BEGIN TRANSMISSION ** **Priority One message from United Freedom Forces Command to U.S.S. Avalon. Urgent: Scramble strike team immediately to Tormane system to repel invaders led by being known as The Machine. Armored battle suits and weapons systems provided by the Factor 5 development team and Ocean Software. Advise extreme caution, as strike team will be far outnumbered. Power-Ups will be readily available, but 1-Ups will be scarce. Commandos may choose from four controller configurations and three difficulty levels. Eliminate any enemy troops and stop The Machine once and for all!** ** END TRANSMISSION



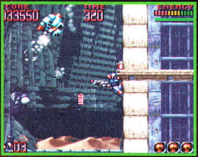


BIONIC ARM AND FREEZE GUN

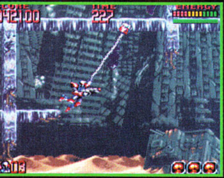
The first two components of your weapons system are your Bionic Arm and Freeze Gun. The telescoping arm helps you navigate around obstacles and through treacherous surroundings, as well as grab objects. You can trap lesser enemies with your Freeze Gun, but the paralysis lasts only a few seconds.



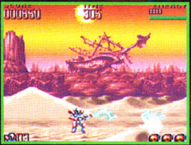
Your Bionic Arm can shoot straight up and at angles. Use it to retrieve floating Power-Ups before they drift away.



You can climb to new heights by jumping and shooting your arm at an angle.



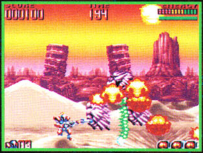
The urban jungle never looked worse, but this futuristic Tarzan carries a big blaster! Let the arm stretch to its fullest to make long swings between platforms.



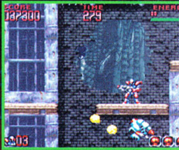
Use the control pad to sweep the Freeze beam in an arc around you. The beam can't damage enemies, but it will hold them until you can bring other weapons to bear.

INCREDIBLE WEAPONRY

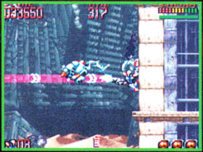
UFF Command wouldn't dream of sending you into a fire fight without your blaster which can accept various Power-Ups. It will fire in the mode of the last Power-Up you collected. The game often presents you with the appropriate Power-Up, but a wrong choice could make a crucial battle that much harder to win!



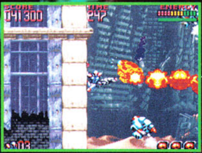
The Spread Shot is the most common Power-Up in the game, and with its wide field of fire, it's the best one to use when you're not sure what's coming up.



If you see the Rebound icon, chances are you'll need it. It's not very accurate, but the bouncing balls of energy are handy for shooting around obstacles.



The Laser has a narrow field of fire, but it makes up for it by being devastatingly powerful. A short blast will be enough to take down most opponents.



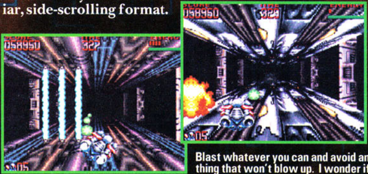
Unlike the other weapons, the Flame Thrower shoots in short bursts, rather than in a continuous stream, making it less practical in some situations.

THE GIST OF THINGS

Besides blaster Power-Ups, you'll find health bonuses, bombs, missiles and 1-Ups. The Easy difficulty setting lives up to its name, but the Normal and Hard modes provide some challenge and an additional stage or two. Some stages aren't very long, but the enemies may take a bit more effort to destroy.

A DIFFERENT POINT OF VIEW

You may find yourself careening head first down a dark tunnel or soaring above a flaming star. These stages add some variety to the familiar, side-scrolling format.



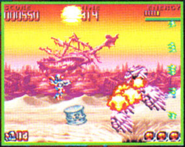
Blast whatever you can and avoid anything that won't blow up. I wonder if Luke Skywalker ever had it this bad.

STAGE ONE

You're the lone survivor of the Freedom Forces strike team, marooned on a planet controlled by the oppressive army of The Machine. With your ship a hopeless wreck, you have no choice but to complete your mission without help. The fate of the galaxy rests on your shoulders—and you wouldn't have it any other way!

THE DESERT

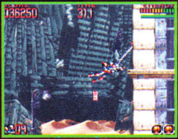
Most of this planet is covered by desert, with enemy troops and sand dragons around every dune. This isn't a difficult stage, though, and you'll have a chance to practice using your Bionic Arm and weapons. You'll also get to drive an armed dune buggy, which will be handy in defeating the airborne mini-bosses.



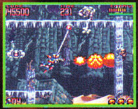
Kicking sand in this dragon's face won't help, but a few well-placed blaster shots will!

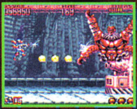
CITY IN RUINS

The Machine's troops have laid waste to everything in this metropolis. You'll have to weave your way through the skeletons of burned-out buildings using your wits and your Bionic Arm. Experiment with different Power-Ups as you proceed.



This looks like a dead end at first, until you notice the arrow pointing the way you should go.

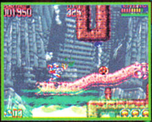




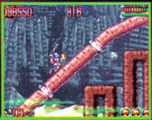
Always check out what's ahead before you take a swing. You never know what may be lurking among the rusted girders!

TOXIC TRAP

With the destruction of the city's industries, toxic waste has been released into the environment. A cloud of highly acidic gas is engulfing everything in its path, and not even your armor can protect you from its devastating effects. Don't get caught in it!



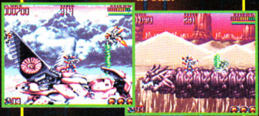
The gas is quickly corroding the pipes and ducts you're running on. Don't bother with Power-Ups, just go!



These bands slide up and down the pipes and can cause damage, but they shouldn't be too much of a problem.

TOO EASY?

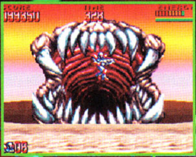
The fight continues in the skies, but only if you choose the Normal or Hard setting. The Easy game skips these areas.



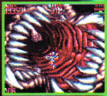
The aircraft is stable, but the dragons will scroll off the screen. Jump to another ride!

BIG MOUTH BOSS

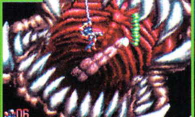
Instead of the usual pattern of maneuvering around an enemy, this time you have to move around inside the boss itself, or more specifically, its humongous mouth. The open jaws rotate while its venomous tongue, the only soft spot, lashes out at you. Let him know that you won't be anyone's appetizer and blast away!



Would you like a breath mint, sir? The granddaddy of all sand dragons looms up out of nowhere and carries you off.



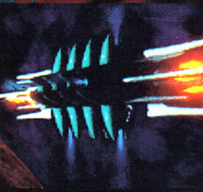
The sides of its mouth are open, so you can fall out if you're not careful. You'll fall to your death, not to safety!



Since you can't shoot your blaster at angles, you may need to use your Bionic Arm to get into firing position.

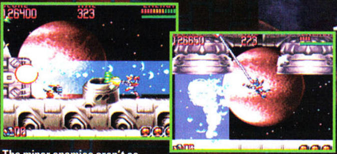
STAGE TWO

You've been captured by The Machine's soldiers and are being taken to one of their strongholds, but you quickly make your escape. The stage opens with you clinging to the outside of their craft, trying to find a way to sabotage it. Even if you succeed, do you have the power to take on an entire shipload of enemy troops?



OUT IN SPACE

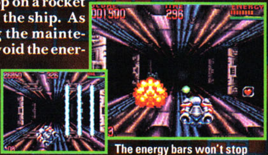
You'll have to make your way around the hull of the ship, and the gravity beams make forward movement difficult. The maintenance drones are a lot tougher than past enemies, so you may want to avoid them altogether.



The minor enemies aren't so minor anymore. Be careful with the arm—one tap on the controller can send you swinging!

SLED RUN

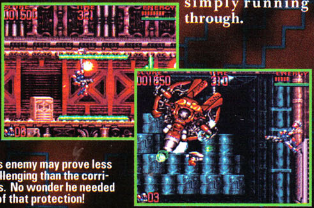
After disabling the ship's main engines, you'll automatically hop on a rocket sled and reenter the ship. As you speed along the maintenance tunnels, avoid the energy beams and blast or dodge any robots that get in your way.



The energy bars won't stop you, but they certainly hurt! Keep an eye out for valuable power-ups and bonuses.

ELECTRIFYING

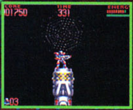
The next obstacle is a series of corridors protected by electrical fields. You can use your arm to swing along, but waiting to see the electric beam pattern can be more dangerous than simply running through.



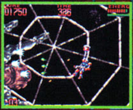
This enemy may prove less challenging than the corridors. No wonder he needed all of that protection!

ARACHNI-BOSS

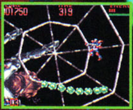
Once you get to the center of the ship, you'll find it inhabited by...a giant spider?! Well, you won't have time to wonder what it's doing there before it attacks. Your Bionic Arm once again plays a key role in your offensive tactics as you swing your way to victory!



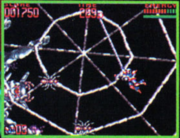
Spiders...why did it have to be spiders?



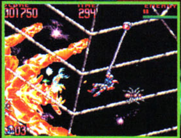
Practically the whole body is a target.



Leap over its energy web attacks.



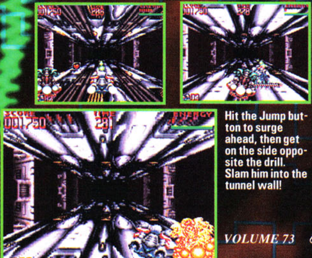
These little buggers aren't that hard to destroy, but they will quickly add up if you ignore them.



A wide swing can send you sailing straight at an enemy if you're not careful.

DODGE AND DESTROY

Hop back on the rocket sled for another run down the tunnels. The enemies here don't maneuver much, but they have thick hides. You'll have to start shooting as soon as they appear to destroy them before they roar past you. As before, watch for health bonuses.



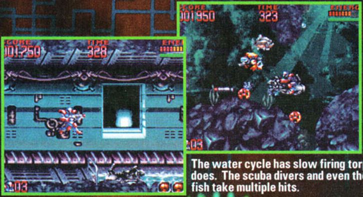
Hit the Jump button to surge ahead, then get on the side opposite the drill. Slam him into the tunnel wall!

STAGE THREE

The destruction of the Arachni-Boss sets off a chain reaction that blows up the spacecraft. The good news is that you'll be rescued by a passing pirate ship. The bad news is that they'll take you to their homeworld, away from your destination. You'll have to find a way to get off the planet!

DEEP WATER ADVENTURE

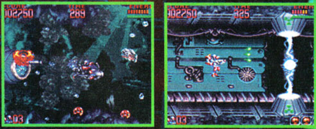
Whereas the previous planet was a desert, this world is almost completely covered by water. The planet-wide ocean is teeming with fish, many of which have very large teeth. You commandeer a water cycle and begin exploring the maze-like reef, looking for a way out.


SCORE
001750
TIME
328
SCORE
001950
TIME
323
ENERGY
03

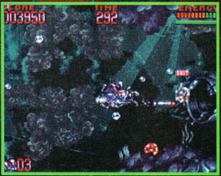
The water cycle has slow firing torpedoes. The scuba divers and even the fish take multiple hits.

DISABLE POWER GRID

The exit tunnel is sealed, so you'll have to destroy the power generators to shut down the security system. The passages to the generators lie along the left and right edges of the reef. Beware of narrow gaps between the rocks. You could find yourself stuck but good!


SCORE
002250
TIME
289
002250
325
03

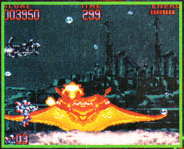
Blast the airlock open with your torpedoes. It's only a short hike from here to one of the power generators.

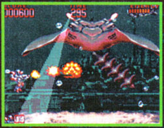

SCORE
003950
TIME
292
ENERGY
EXIT
03

The exit tunnel will open only after you've taken out all of the power generators.

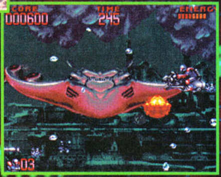
DON'T GET STUNG

The battle with this giant stingray is an exercise in patience. Sometimes you'll be able to ride the water cycle and use its torpedoes, but you'll most often find yourself at the bottom of the screen waiting for it to swim into range of your Flame Thrower.


SCORE
003950
TIME
299
ENERGY
03


SCORE
000600
TIME
295
ENERGY

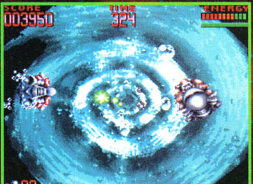
You normally can't jump high enough to hit it, but if you wait, the stingray will drop down to your level.


SCORE
000600
TIME
245
ENERGY
03

The torpedoes cause a lot more damage. Be careful of the jagged tail as it swings from side to side.

DOWN THE TUBES

The water surges through the tunnel, creating a whirlpool effect. Pirates spiral towards you, dropping mines in their wakes. You can steer right and left, but if you hit a mine, the resulting explosion will send you careening around the screen, out of control!


SCORE
003950
TIME
324
ENERGY

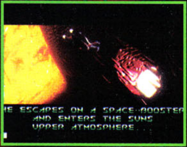
These pirates are far less dangerous than their explosive mines. Blast away!

STAGE FOUR

Your incredible luck holds up as you manage to teleport yourself onto one of The Machine's flagships. It's bound for the black space fortress, now orbiting the nearby star. If only you can get to the base undetected!

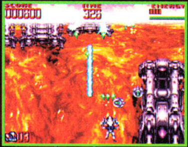
THINGS ARE HEATING UP!

The Machine's orbiting complex is massive, spread out over many miles of the star's super-heated atmosphere. With a space-booster strapped to your back, you swiftly penetrate the outer defenses, but will you be in time to stop the next scheme of planetary conquest?

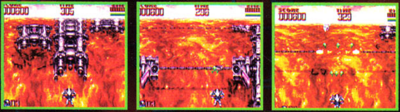


E ESCAPES ON A SPACE-BOOSTER AND ENTERS THE SUNS UPPER ATMOSPHERE

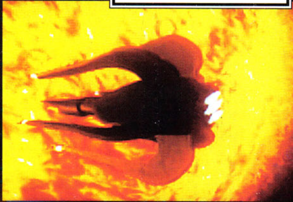
The space-booster lets you move from left to right, but not up and down, as the screen scrolls downward.



If it moves, it's after you! There are lots of energy bolts, flame jets and enemies to contend with here.

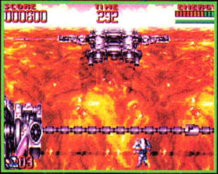


The larger structures can't be destroyed. If you're not careful, you'll get pushed off the screen and lose a life.



OPEN THE GATES

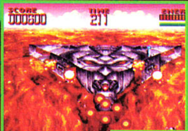
The Machine has placed a lot of security measures in front of you, including a series of metal barriers. The only vulnerable spots are the single large links in each chain. Destroy those links to cause a chain reaction, wiping out the entire barrier in the process.

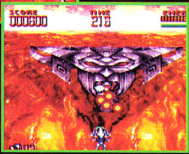


These barriers can also push you off the edge of the screen if you don't shoot them out in time.

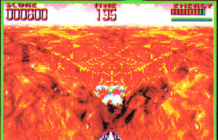
FIERY FINALE

This solar sentry is The Machine's ultimate engine of destruction! Smart bombs won't do you much good, and all you have left is your blaster. The only time this thing is vulnerable is when its mouth is open, but that's also when it spews out a volley of fireballs!





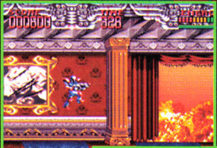
It's a game of chicken as you fire simultaneously. Get in a few shots, then get the heck outta the way!



You watch with satisfaction as The Machine's plans for galactic domination go down in flames!

ESCAPE AND TRIUMPH

With The Machine's plans in ruins, you flee from the solar base. What's that painting with the face slashed out? You have no time to ponder as you head home for the victory celebration. The danger is over...for now!



AND TURRICAN RECEIVES THE HIGHEST MEDAL OF HONOR

CLASSIFIED INFORMATION

KIRBY'S DREAM COURSE

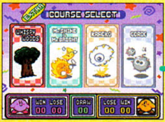
FROM AGENT #256

Extra Courses

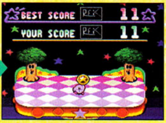
If you've mastered Kirby's Dream Course you'll be happy to learn that there is an even greater challenge in the game. There are several hidden Extra Courses that can only be found after finishing the game. If you are able to earn a medal on each of the eight courses, you'll be able to select the Extra Courses during the two-player game. Earning a Gold Medal on each of the eight courses will allow you to access the Extra Courses in the one-player mode. If you are a good enough player to get all of the Gold Medals on the Extra Courses, you will gain access to the Sound Test. The charts below show the scores needed to gain a Gold Medal on each of the courses.

Normal Courses	Bronze	Silver	Gold
Course 1	26	19	14
Course 2	26	19	14
Course 3	29	22	17
Course 4	29	22	17
Course 5	30	23	18
Course 6	28	21	16
Course 7	26	19	14
Course 8	30	23	18

Extra Courses	Bronze	Silver	Gold
Course 1	25	18	13
Course 2	27	20	15
Course 3	29	22	17
Course 4	29	22	17
Course 5	27	20	15
Course 6	28	21	16
Course 7	28	21	16
Course 8	27	20	15



If you gain medals on each of the one-player courses, you'll gain access to the Two-Player Extra Courses.



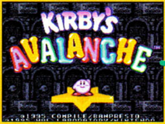
If you're good enough to win all of the Gold Medals, you can play the One-Player Extra Courses!

KIRBY'S AVALANCHE

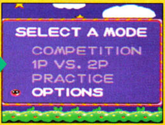
FROM AGENT #723

Special Options

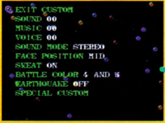
If you're looking for a little variety in Kirby's Avalanche, try this quick code. On Controller II, hold A, B, X and Y, then press the Reset Button. Continue holding all of the buttons and select the Option command then the Custom command. When the Custom Screen appears, you will have several secret options that allow you to alter the game!



Hold A, B, X and Y on Controller II, then reset the game.

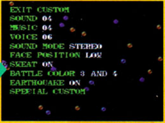


Continue to hold the buttons, go to the Options Screen, then the Custom Screen.



```
EXIT CUSTOM
SOUND 00
MUSIC 00
VOICE 00
SOUND MODE STEREO
FACE POSITION MID
SWEAT ON
BATTLE COLOR 4 AND 5
EARTHQUAKE OFF
SPECIAL CUSTOM
```

On the Custom Screen, you can choose from several new options.



```
EXIT CUSTOM
SOUND 04
MUSIC 04
VOICE 06
SOUND MODE STEREO
FACE POSITION LOW
SWEAT ON
BATTLE COLOR 3 AND 4
EARTHQUAKE ON
SPECIAL CUSTOM
```

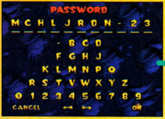
The possibilities for new challenge are limitless.

MICHAEL JORDAN
CHAOS IN THE WINDY CITY

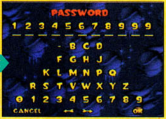
■ From Agent #004

Super Passwords

Depending on how much help you need, there are a couple of different passwords that will give you a great headstart in Michael Jordan: Chaos in the Windy City. Before you begin playing, go to the Password Screen and enter either of the two special passwords. If you use the password MCHLJRDN-23, you will receive 25 lives and skip to any stage in the game. Using the password 12345678999 will let you skip to any stage as well, but it will also give you a total of 73 extra lives.


PASSWORD
MCHLJRDN-23
CANCEL
OK

Before you begin playing a new game, go to the Password Screen and enter one of the special passwords.


PASSWORD
12345678999
CANCEL
OK

Either password will give you a load of extra lives and will allow you to skip to any stage of the game.

CLAYFIGHTER 2
JUDGMENT CLAY

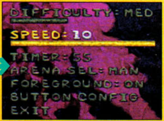
■ From Agent #665

Speed Code

When you play C2: Judgment Clay in the normal mode, you can adjust the speed of the game when you are on the Option Screen. If you want to boost the speed even higher than usual, go to the Game Start Screen, hold Y and press L, L, R, Down, Left then R. When you move to the Option Screen you can set the Speed Level all the way up to 10!

GAME START
VS MODE
TOURNAMENT
OPTIONS

On the Game Start Screen, hold Y and press L, L, R, Down, Left then R on Controller I.


DIFFICULTY: MED
SPEED: 10
TIMER: 55
ARENA SEL: MAN
FOREGROUND: ON
BUTTON CONFIG
EXIT

When you go to the Option Screen you will be able to set the fight speed all the way up to 10!

■ From Agent #892

Random Select

If you need to add a little extra challenge to your matches, you can use this code to randomly select your characters. Before you begin a new match, go to the Character Select Screen and press the L and R Buttons at the same time. You'll never know which fighter you'll be using, but if you're good, you can win with any of them.

FROSTY
VS
KANGOO
12345
12345

Press the L and R Buttons at the same time while you are on the Character Select Screen.

TINY
VS
KANGOO

The character you'll fight as will be randomly selected for you.

ClayFighter
TOURNAMENT
EDITION

■ From Agent #665

Shrink Code

This unusual trick will let you fight with miniature versions of your favorite characters. Select a 4-Player Tounament game, then choose and name the characters in the order listed below. When you being the tournament, all of the fighters will be much smaller, but just as strong as before!

Player 1	**FROSTY**	**POSSE**
Player 2	**FROSTY**	**JASON A**
Player 3	**BLOB**	**STEVE C**
Player 4	**TAFFY**	**JOHN S**

ClayFighter
DOUBLE ELIMINATION
SINGLE ELIMINATION
SUDDEN DEATH
PLAYERS 148

Begin a 4-Player Tournament, then go to the Player Select Screen.

PLAYER
1
POSSE
ABCDEFGH
IJKLMNOP
QRSTUVWX
YZ
OK

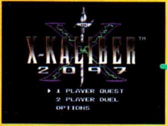
Select each of the characters listed above and enter the appropriate name.

X-KALIBER 2097

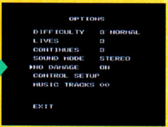
From Agent #223

Invincibility Code

If you're really having trouble finishing X-Kaliber 2097, you can reduce the difficulties with this invinciblity code. When you first turn on the game, wait for the Title Screen to appear, then press Left, Left, Right, Right, Down, Up, Right, Up, Up and Up on Controller I. Go to the Option Screen and turn the No Damage Option on. When you begin playing, you will be completely immune to enemy attacks!


X-KALIBER 2097
▶ 1 PLAYER QUEST
2 PLAYER DUEL
OPTIONS

Wait for the Title Screen to appear, then enter the code using Controller I.


OPTIONS
DIFFICULTY 3 NORMAL
LIVES 3
CONTINUES 3
SOUND MODE STEREO
▶NO DAMAGE ON
CONTROL SETUP
MUSIC TRACKS 00
EXIT

Go to the Option Screen and turn the No Damage Option on.

YOU 0000290
46
TOP 0000290

When you begin playing you will be invincible!

YOU 0002020
47
TOP 0002020

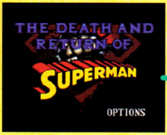
Use your new-found powers to blaze through the game.

THE DEATH AND RETURN OF SUPERMAN

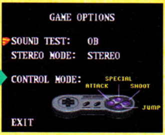
From Agent #506

Super Power Code

What is a Superman game without Super Powers? Everyone knows that Superman shouldn't be easily defeated, and this code will make sure that he isn't. Before you begin a new game, go to the Game Option Screen and select the Sound Test. Play the sounds 0B, 29, 2C and 05 (in this order), then start a new game. You can refill your Life Bar at any time during the game by pressing A, B, X and Y at the same time, or you can skip to the next level by pressing the Select Button while holding the other buttons.

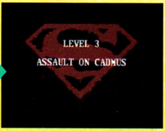

THE DEATH AND RETURN OF SUPERMAN
OPTIONS

Before you begin playing, go to the Option Screen and select the Sound Test.


GAME OPTIONS
SOUND TEST: 0B
STEREO MODE: STEREO
CONTROL MODE:
SPECIAL
ATTACK
SHOOT
JUMP
EXIT

Play the sounds 0B, 29, 2C and 05, then start a new game.

You can refill your Life Bar at anytime by pressing A, B, X and Y at the same time.


LEVEL 3
ASSAULT ON CADMUS

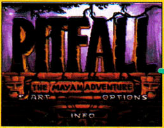
If you want to skip to a later stage in the game, hold A,B,X and Y then press Select

From Agent #127

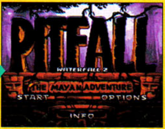
Level Select Code

If you're tired of starting at the very beginning whenever you play Pitfall: the Mayan Adventure, you can use this code to skip to the later levels of the game! When the Title Screen appears, wait until the boomerang begins to circle the word Start, then press X, Select, A, Select, Y, A, X and Select. If you enter the code correctly, the names of each of the stages will appear underneath the title. Use the L and R Buttons to scroll through the levels, then press Start to begin playing.

On the Title Screen, press X, Select, A, Select, Y, A, X and Select.


PITFALL
THE MAYAN ADVENTURE
START
OPTIONS
INFO

Wait until the boomerang circles the word Start, then press X, Select, A, Select, Y, A, X and Select.


PITFALL
WATERFALL 2
THE MAYAN ADVENTURE
START
OPTIONS
INFO

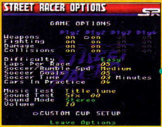
When the names of the stages appear below the title, use the L or R Button to select any stage.

STREET RACER

FROM AGENT #910

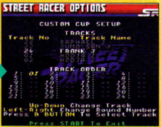
Hidden Bonus Tracks

After you've mastered all of the tracks in Street Racer, you can test your skills on four secret tracks. To access the Bonus Tracks, go to the Game Options Screen and select the Custom Cup Setup option. When the Custom Cup screen appears, press L, R, L, R, X and Y. After entering the code you will be able to select Tracks 21-24 on the Custom Cup.



```
STREET RACER OPTIONS
GAME OPTIONS
Weapons              on   on
Fighting             on   on
Damage               on   on
Collisions           on   on
Difficulty           Easy
Laps Per Race        05
Soccer/Rumble Spd    Medium
Soccer Goals         05
Soccer Time          03 Minutes
Cars In Practice     04
Music Test           Title Tune
Sound Test           Sfx  00
Sound Mode           Stereo
Volume               10
▷CUSTOM CUP SETUP
Leave Options
```

Before you begin playing, go to the Option Screen and select Custom Cup Setup.



```
STREET RACER OPTIONS
CUSTOM CUP SETUP
TRACKS
Track No        Track Name
   24           FRANK 3
TRACK ORDER
 1: 01   2:   3:   4:
 5:      6:   7:   8:
 9:     10:  11:  12:
13:     14:  15:  16:
17:     18:  19:  20:
21:     22:  23:  24:
Up-Down Change Track
Left-Right Change Round Number
Press B BUTTON To Select Track
Press START To Exit
```

On the Custom Cup Screen, press L, R, L, R, X and Y.

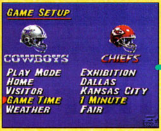
MADDEN 95

FROM AGENT #010

One-Minute Hustle

So you think that you're pretty good at Madden '95? If you're looking for a little extra challenge, try winning a special one-minute game. When you start up a new game, choose your teams and mode of play as normal, then highlight the Game Time Option and press L, R, L, R and X. When the game begins, you'll only have one minute to go—you'd better use your time outs!

Highlight Time Option then press L, R, L, R and X.



```
GAME SETUP
COWBOYS        CHIEFS
PLAY MODE      EXHIBITION
HOME           DALLAS
VISITOR        KANSAS CITY
GAME TIME      1 MINUTE
WEATHER        FAIR
```

After selecting your favorite teams, highlight the Time Option, then press L, R, L, R and X.

1ST AND 10
33

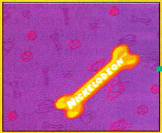
When you start, you'll only have a minute left to play, so you'd better hurry!

ROCKO'S MODERN LIFE

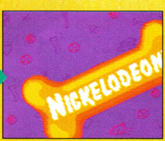
FROM AGENTS #210 & #211

Bone Trick

This trick may not do much for your actual game playing, but it's entertaining nonetheless. When you first turn on the game, after the Licensed by Nintendo Screen, a bone will appear on the screen. You can control the bone when it appears by pressing A, B, Y, X, L, R or the Control Pad on Controller I. After you have played with the dog bone for a while, you can press the Select Button to replay everything you did!



Wait until the bone appears on the Title Screen, then change its spinning speed and size.



When you're done playing, press Select to review everything you did!

SEND US YOUR CODES!

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

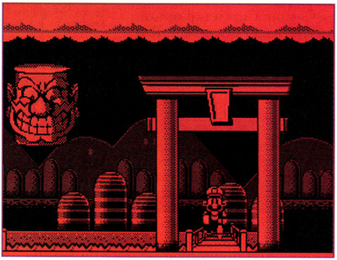
Our Address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, Wa.
98073-9733

VIRTUAL BOY™

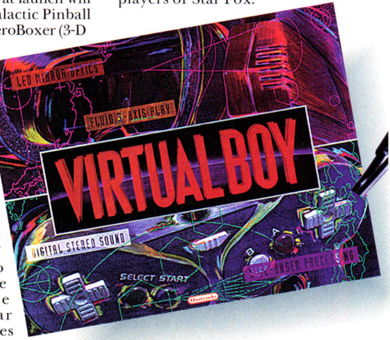
IT'S VIRTUALLY HERE!

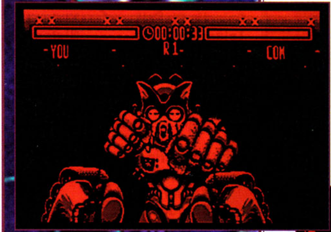
As Virtual Boy moves closer to its release date this August, Nintendo Power is gearing up to bring you exclusive, in-depth coverage of this revolutionary game system. There's never been anything like Virtual Boy, and you won't want to miss even one 3-D moment. Besides showing the first collection of true Virtual Boy pictures, this article explores the games that will be introduced at the time of the system's launch.



CURRENT DEVELOPMENT

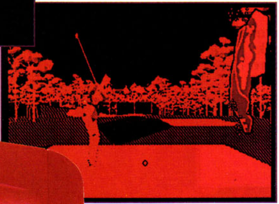
Nintendo plans to introduce three games for the release of Virtual Boy with about three to follow each month. The three titles most likely to be released at launch will be TeleroBoxer, Galactic Pinball and Red Alarm. TeleroBoxer (3-D robotic boxing along the lines of Super Punch-Out!!) and Galactic Pinball (3-D pinball) have been mentioned in Power before, but Mario Clash and Mario's Dream Tennis are new titles that should follow the release of Virtual Boy. Mario Clash may be the most exciting title announced so far because it combines elements of platform games and adventure games in a unique 3-D world with both side-scrolling and overhead views. Mario Clash is a good example of a game that fully uses the graphic capabilities of Virtual Boy. Nintendo also plans to market a vector graphic shooter under development at T&E Soft called Red Alarm. Red Alarm is scheduled to be the third game released with the introduction of the system in August. Red Alarm's polygon-based environment may remind players of Star Fox.

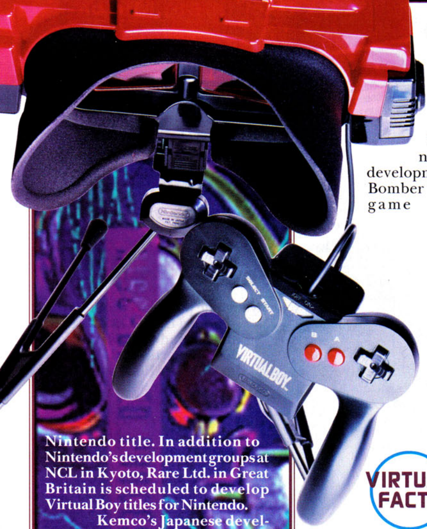




T&E Soft's Golf game is also scheduled to be released in the United States as a Nintendo title. In addition to Nintendo's development groups at NCL in Kyoto, Rare Ltd. in Great Britain is scheduled to develop Virtual Boy titles for Nintendo.

Kemco's Japanese development teams have been at work since last year on Virtual League Baseball, which should be one of the first licensee releases for the system. Virtual League Baseball will feature 18 international all-star teams and a two-player option, which can be used with Virtual Boy's Playlink cable.





Hudson Soft may be one of the biggest developers early in the history of Virtual Boy. The biggest news is the development of Panic Bomber VB—a puzzle game featuring Tetris-type action and Bomberman-like characters in a 3-D environment. The second title, Vertical Force, is expected to be a 3-D, sci-fi shooter.

Bullet-Proof Software plans to release V1-Tetris and Faceball in Japan. The challenge of 3-D Tetris will be obvious to everyone. The hide-and-seek play style of Faceball, especially as a two-player Playlink game, should be awesome. At this date, there is no confirmed plan to release the games in the United States, although that is likely to change.

Ocean of America plans to release the first Virtual Boy title programmed in the U.S. Based on the upcoming Waterworld movie starring Kevin Costner, Ocean's Virtual Boy offering will be a first-person action game with chases and shoot-outs.

Atlus Devil Busters falls into the action/arcade category of games. Atlus' Japanese development house has kept a tight lid on the game, but we'll bring you more very soon.

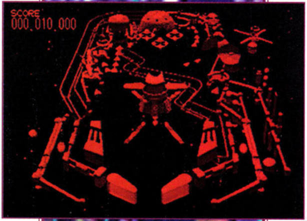
VIRTUAL FACTS

Processor: 32-bit RISC CPU
Speed: 20MHz
Display: RTI Dual mirror-scan, high resolution LED displays
Resolution: 384 x 224 pixels for each eye
Software: 8-or 16-Megabit ROM Game Paks (standard configurations)
Sound: Digital Stereo Sound (self-contained speaker system)
Controller: Double-grip with two directional control buttons
Power: Six AA batteries (AC adapter or rechargeable battery adapter available separately)
2-Player: Playlink cable (connects two Virtual Boys)
Release Date: August 1995
Suggested Price: Less than $200

LED MIRROR OPTICS

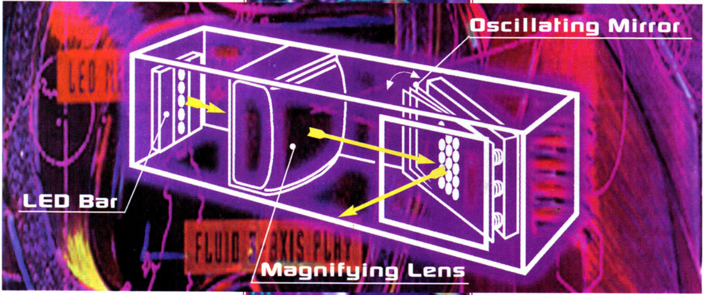
T*HQ has begun development on several Virtual Boy licensed products here in the U.S. including possible sports and adventure games. Although we couldn't announce the first two titles at press time, we will let you know about these hot licenses as soon as possible.

Boss Game Studio in Redmond, WA is also working on a Virtual Boy game with help from Gerald Weatherup, the creator of a number of Game Boy titles including Desert Strike, Buster Bros. and Robocop.



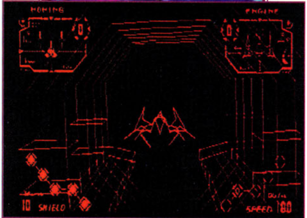
VIRTUAL BOY TITLES IN DEVELOPMENT

Galactic Pinball	**Nintendo**
TeleroBoxer	**Nintendo**
Mario Clash (tentative title)	**Nintendo**
Mario's Dream Tennis	**Nintendo**
Red Alarm	**Nintendo**
Golf	**T&E Soft**
V1-Tetris	**BPS**
Faceball	**BPS**
Virtual League Baseball	**Kemco**
Panic Bomber VB	**Hudson**
Vertical Force	**Hudson**
Devil Busters (tentative title)	**Atlus**
Waterworld	**Ocean**

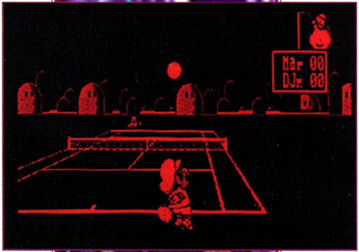


VIRTUAL PAK WATCH

Steve Woita and Jason Plumb have recently waded into the depths of 3-D programming at Ocean of America. Waterworld, a game for Virtual Boy and the arcade, which is based on the upcoming Kevin Costner film, will be the first American-designed game for Virtual Boy. Steve revealed that the game will use an over-the-shoulder perspective and concentrate on 3-D action. "It's intended to be an arcade experience," said Steve. "It will be easy to learn, but tough to master." The one-player or two-player game puts players in control of armed trimarans. Missions may include offensive and defensive action as flotillas of jet skiers called "smokers" cause havoc on the high seas. Steve says that they have concentrated on increasing the speed of the graphics to create a virtual rush.



Over the past few months, Steve and Jason have had to learn a whole new way of looking at games, but Steve sees the stereoscopic elements of Virtual Boy as being just the icing on the cake. "What I really like about this system is that we have to concentrate on basic game design. So many games these days have lots of graphic frosting, but when you cut into the cake, there's nothing there. Jason and I have been concentrating on what's inside." According to Steve, Waterworld will be finished in June or July, which means that it should be released shortly after the launch of Virtual Boy.



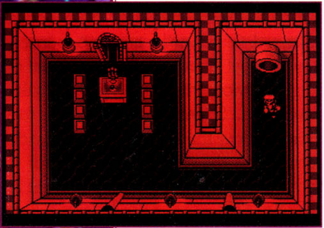
REFLECTIONS

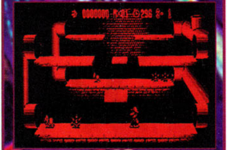
RTI created the Scanned-Linear Array (the visual component of Virtual Boy) as a means of producing extremely high resolution images on a tiny screen.

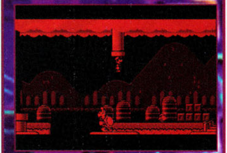
Although the SLA screen size measures only one inch, it produces an image that seems to be as large as a 12-inch monitor.

The SLA technology consists of a linear array of light emitting diodes (LEDs), a magnifying lens, and a counterbalanced resonant vibrating scan mirror. At any given instant, the viewer sees a reflection of a vertical line of LEDs corresponding to one column of the full image. As the mirror swings forward and backward (see the diagram), the apparent location of the vertical line sweeps horizontally from one edge of the virtual screen to the other. The CPU controls the LED pattern, which is timed to the oscillations of the mirror. You may see only one column at a time, but you perceive the entire image since the oscillating mirror moves so quickly, reflecting the changing LED image.

Virtual Boy also uses a technique called parallax to create the 3-D aspects of the image. Images are slightly shifted on the two different screens according to whether they should appear closer or farther away from the viewer. For instance, an object in the foreground appears shifted toward the middle on the left and right screens while an object in the distance appears shifted toward the outside on each screen. Objects that appear in the middle ground appear exactly the same on both screens. In the end, your brain interprets the 3-D distance of an image by the amount that is shifted on the right and left screens. If it sounds pretty complicated, it is. The CPU controls the LEDs in the array, switching them on and off at the appropriate instant to create the reflective image.





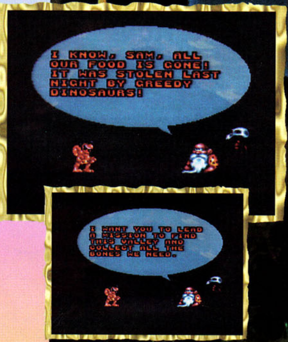


The most impressive part of this technology as it appears in Virtual Boy is its ability to produce dramatic 3-D effects with smooth animation. Most of the games currently under development make use of this 3-D element in one way or another. The 3-D adds realism, but it also can add to the complexity and interest of a game. Mario Clash, which is a tentative name at this point, uses 3-D imagery to create layers of action while TeleroBoxer uses the 3-D first-person perspective for an in-your-face experience.

PREHISTORIK MAN™

FOOD GONE, MUST GET BONES

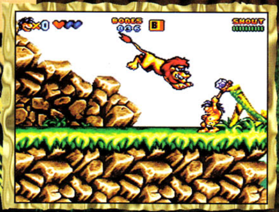
Me Sam! Tribe have no food! Dinosaurs steal all Sam's food! Big chief mad! Winter nearly here. Chief tell Sam to get bones to buy food for tribe. Must go to Dino Graveyard! Many bones in Dino Graveyard. Graveyard many days journey–dangerous journey! Sam bring friends. Chief come to give advice. Metalsmith join to make big weapons. Scientist build machines for Sam. Hunter show the way. Chief's pretty daughter come too—she refuse to stay behind. Chief let Sam marry pretty daughter if Sam get food for tribe. Sam gonna be first hero in history! Oogawhama!



I KNOW, SAM, ALL OUR FOOD IS GONE! IT WAS STOLEN LAST NIGHT BY GREEDY DINOSAURS!

I WANT YOU TO LEAD A MISSION TO FIND THIS VALLEY AND COLLECT ALL THE BONES WE NEED.

The combination of stellar graphics, pinpoint play control, and entertaining plot makes Prehistorik Man a hit in any player's game library.

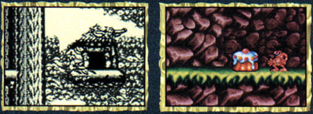


Prehistorik Man first debuted last year in a five stage monochrome version for Game Boy. The caveman's wild, good time attitude has been updated by Titus in a rowdy, twenty-three stage cartridge for the Super NES.

© 1995 TITUS

THE OLD VS. THE NEW

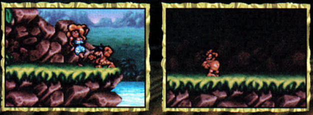
Avid game players may recall that the first Prehistorik Man game premiered on Game Boy last year. This black and white version is ancient history. The Super NES version rocks the stone age with huge colorful levels and amusing new characters.



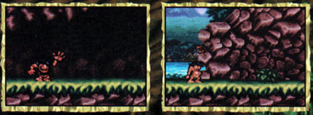
New monsters, massive levels and the brilliant colors in the Super NES version of Prehistorik Man blow away its Game Boy predecessor.

PRE-HYSTERICAL ANTICS

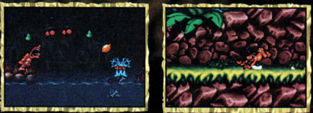
Sam has character—lots of character. His good time attitude and antics might make you think Sam has a life that goes on after you've finished playing the game. Let go of the controller and Sam waves to see if you're still around—if you're not, he may doze off on you. Watch this cave-guy carefully. His hilarious antics add flavor to an already entertaining game.



Check out the multitude of prehistorik animation—Sam can drool or shade his eyes while checking out the... um, er, scenery. Be sure to read the Chief's amusing dialogue at the end of every level.



Sam waves at you if you let go of your controller—there's a world to explore and a village to feed! Ignore him long enough and he'll doze off. Video game characters need their rest too!



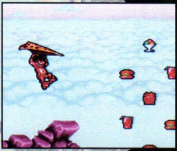
Ever play a level so difficult you've wanted to scream? Prehistorik Man has a Super Shout option that clears enemies from the screen. Sammy can also run on all fours like a wild party animal.

PREHISTORIK TRANSPORTATION

Even though the byways are not as congested, getting around in the Stone Age is much more difficult and dangerous than with our modern methods of mass transit. When he's not hunting or gathering, Sam tests many prototypes of futuristic transportation. The Prehistorik Scientist is developing several new gadgets to assist Sam in getting from here to there.

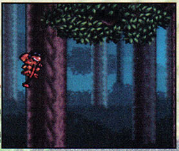
HANGLIDER

Sam takes to the skies on a wing and a prayer! Stretching the hide of the Spotted Lion across a wood frame, the Prehistorik Scientist fabricated the first heavier than air flying device. As with all new developments, there are a few minor glitches that require some fine tuning. Sam must dive the glider to gain more altitude. One minor drawback is that Sam sometimes runs out of sky to dive in. Ouch!



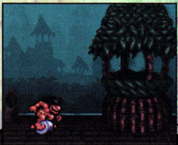
OOGA BOINGA

The Prehistorik Scientist calls his invention the Ooga Boinga. Using a high tech device called a "spring", the Ooga Boinga propels Sam skyward at a high rate of speed. Hold down the jump button to bound high above Sam's enemies. While Sam can squish most opponents with just one hop, precise landings require practice and timing.



SPORTS WHEEL

Make a fast getaway on the Sports Wheel! The wheel allows Sam to travel at speeds never before experienced by mankind. Press left or right on the control pad to travel at normal speed. Use the Y Button or press diagonally up to accelerate at blinding speed. Pressing the jump button on ramps launches the speedy contraption skyward.

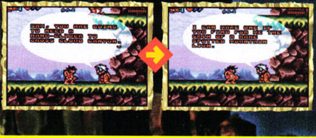


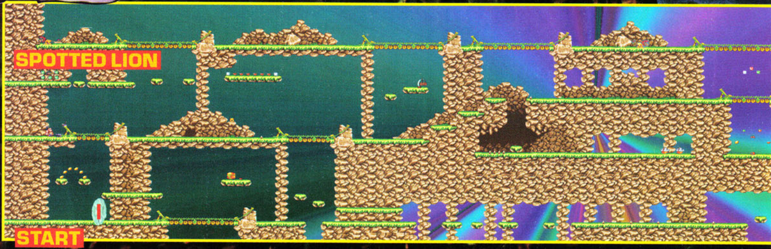
LEVEL 2: ANCIENT BRIDGES

Level Two is teeming with hungry bears, vicious lions, and FOOD! Hordes of treats are concealed in secret storage areas. Find these hidden meals by swinging your weapon in the air and at the ground. The map found on these two pages outlines how to find two concealed areas, but a third one remains hidden. Want a hint? Pound the ground just before Sam gets to the Spotted Lion.

1 PREHISTORIK SCIENTIST

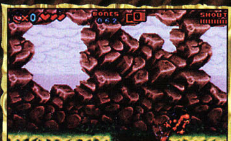
The Prehistorik Scientist requires Sam's assistance. The only way to cross the next level is to be a bird or build a Hang Glider. Unfortunately, Hang Gliders cannot be invented until the scientist obtains the hide of the Spotted Lion. Fortunately, the inventor knows where a lion's den is located.

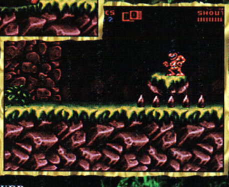

SAM, YOU ARE GOING TO NEED A HANG-GLIDER TO CROSS CLOUD CANYON.
I CAN MAKE ONE IF YOU FIND FOR ME THE SKIN OF A RARE SPOTTED MOUNTAIN LION.


SPOTTED LION
1
START

3 BONUS BREAKTHROUGH

One of the most fascinating features of Prehistorik Man is the multitude of hidden areas brimming with bonus items. Use Sam's club along the ground on the left side of the second save point. Stars bounce off Sam's club when he finds a weak floor or wall. Keep pounding until the wall caves in! Use this same method to reveal hidden platforms in the sky.

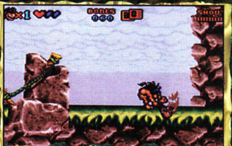

×0
BONES 062
SHOUT

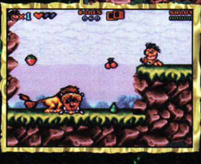


Pound the ground and look for stars! Stars indicate weak walls or floors that are ready to break open. Jump into the hole and grab bonus items. Collect the goodies and take the platform back to the surface.

4 POUND AROUND

Oogawhama! It's another hidden area full of food! Beat the lion and pound the ground after crossing the upper bridge on the far right. Drop in the hole and explore. Defeat another lion and pick up the temporary invincibility skin! Watch out furry felines—it's payback time!

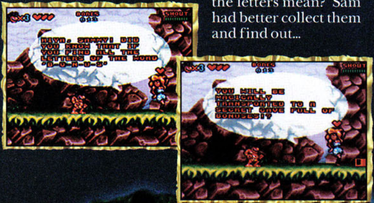

×1
BONES 060
SHOUT


×1
BONES 060
SHOUT

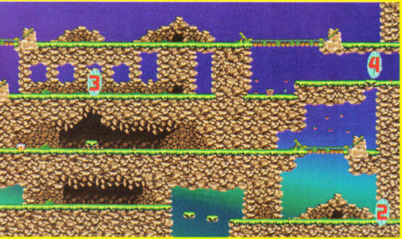
The feline buzz saw in the pit might treat Sammy like a scratching post. One method for easy victory is the Super Shout— just shout it out!

2 HUBBA HUBBA!!

Oogawhama! It's the Chief's daughter! This level is full of bonuses! In fact, she's here to teach Sammy how to spell B-O-N-U-S. Ungowa! Sam never knew spelling could be this much fun! Each level has a letter. What do the letters mean? Sam had better collect them and find out...

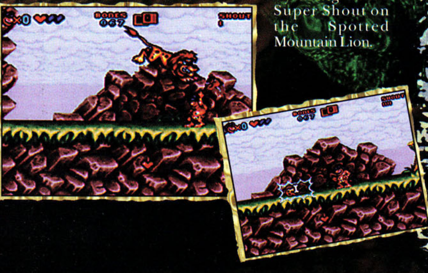

HIYA, SAMMY! DID YOU KNOW THAT IF YOU FIND ALL THE LETTERS OF THE WORD "B-O-N-U-S"

YOU WILL BE MAGICALLY TRANSPORTED TO A SECRET CAVE FULL OF BONUSES!?



SPOTTED LION

The rare Spotted Mountain Lion living high above the Ancient Bridges possesses a hide of aerodynamic quality. The Prehistorik Scientist requires this skin to complete the Hang Glider. Several regular lions block the path to the Spotted Mountain Lion, but Sam can use stone axes or his club to pummel them out of his way. Save time and hearts by using Sam's Super Shout on the Spotted Mountain Lion.



The road to the Dino Graveyard is strewn with prehistorik peril. The following overview informs cave dwellers of what to expect:

LEVEL 3 CLOUD CANYON
Hang out in the skies above Cloud Canyon—just make sure that you collect all fifteen gems before you leave the area.

LEVEL 4 HIGH JUNGLE
In order to reach the Dark forest, Sam must find three gems and place them in a sacred statue. The Chief is here with helpful hints.

LEVEL 5 DARK FOREST
Jump from vine to vine as you make your way through the jungle. Watch out for the coconuts thrown by angry monkeys.

LEVEL 6 FOREST VINES
Ungowa! Sam needs to grab a vine in the nick of time! Avoid birds and irate apes as you sway high above the forest floor.

LEVEL 7 OLD VOLCANO
Relax... it's an old dormant volcano. There's no danger here, just a few steam vents. Nothing Sam should be worried about, right?

LEVEL 8 BURNING TREE
You're inside a burning tree! Everybody out! Sam must bound to the top as flames lick at his hairy toes. Jump perfectly or get burned.

LEVEL 9 BURNT TREE
The Volcano blows up! The whole forest is burning! Sam flees along the treetops. Use spears as platforms to climb above limbless trees.

LEVEL 10 WINDY TREE
Sam's inside another huge tree. Warm winds help push him higher and higher. Time your jumps and ride the thermals to the top.

LEVEL 11 APEMAN VILLAGE
Apemen captured the Hunter and tied him to a tree! At least they didn't get the chief's daughter. Sammy must spring to the rescue!

LEVEL 12 APEMAN SUBURBS
Grab the Ooga Boinga and break through the Apeman Suburbs! This stage is no problem! But wait... what's that prehistorik cop doing?

LEVEL 13 NIGHT FOREST
Sam needs a light to get down. There are some fireflies high in the tree. Maybe the old platforms will support Sam.

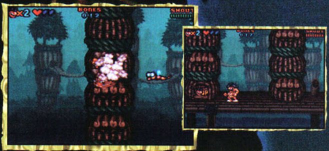
LEVEL 14 DARK TREE
Time to leave the treetops! Sam must work his way down through a hollow tree, but it's dark! Keep your pet firefly close at your side!

LEVEL 15: SLIMEVILLE

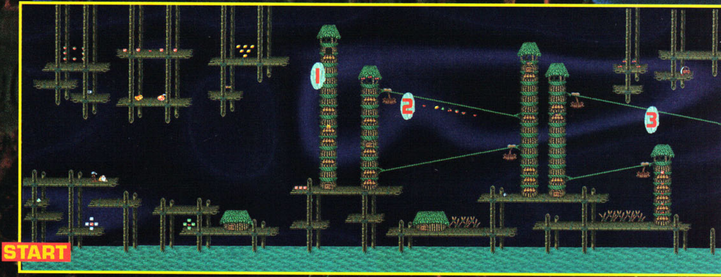
Many moons ago, the precious Book of Knowledge was stolen by the tribe of Slimeville. The tribe has used the information to build a sprawling treetop city filled with loud, clanking machines. The Book of Knowledge contains all sorts of valuable information, including the directions to the Dino Graveyard. Sam must recover the sacred tome in order to save his tribe. Slimeville citizens pledge loyalty to their city and swear that they will do everything in their power to stop our favorite caveman. Bubbling purple mucus heads and spitting bugs add to the toxic misery. Can anyone flush all the slime out of this city?

1 HIDDEN WARP POINT

Sam can uncover a hidden doorway if he uses his club in the right location. Stand on the platform above the save point and jump while swinging Sam's club. After several attempts, a new platform and a secret door will appear.

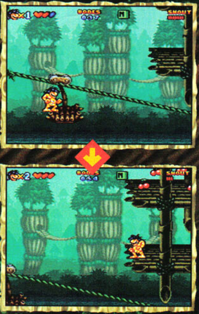


Use the club to find concealed platforms or areas. This hidden location is stocked with food and an extra life.



3 BIG JUMP

Hungry for some more food? Climb up to the longest Gondola at the top of Slimeville. As the car swings into motion, get ready to make a major leap to a hanging platform suspended high above Slimeville. This jump requires practice, dexterity and perfect timing. Hold down the Y Button so Sam has additional power to jump farther than normal. If Sam jumps too late, he'll bump his head on the bottom of the platform and plummet into the depths of the stinky city below.



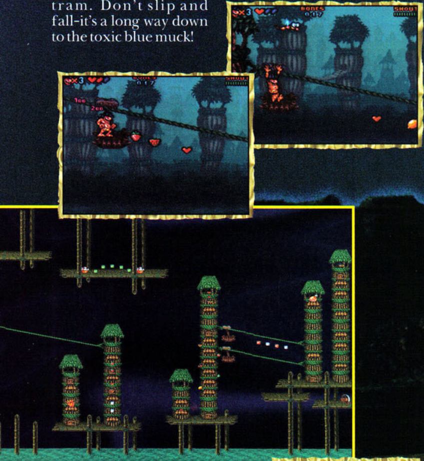
This jump requires both timing and practice. Use the Y button so Sam can leap up farther than usual. Hold right on the controller if Sam misses his mark.

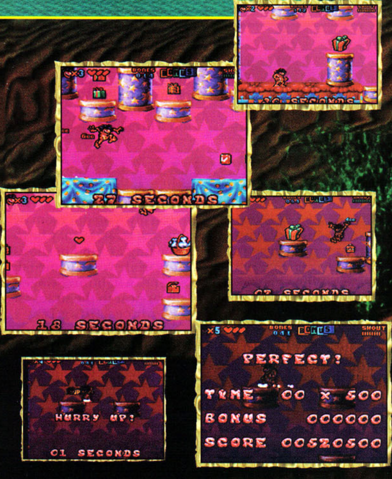
SPELL B.O.N.U.S.

Hidden throughout the levels are letters that spell "BONUS." These letters are difficult to obtain, but the reward is worth the effort. When you find all five letters in consecutive levels, Sam will warp to a bonus stage and have the opportunity to collect extra food, points, and lives. The trick to gathering all of the items in the stage is to run right and jump on top of the higher platforms.

2 GONDOLA RIDE

Take the rickety sky ride across town! These gravity controlled wooden gondolas allow the citizens of Slimeville quick access to all points across the swampy burg. Sam can regain strength and pick up some food if he rides the right tram. Don't slip and fall-it's a long way down to the toxic blue muck!





Hey! If you're reading this far, you're over halfway through the game! Great job! The Dino Graveyard is a just a few levels away.

LEVEL 16

SLIMEVILLE TOWN

Sammy needs to collect all four pages of the Book of Knowledge in this town. Dragonflies and unruly Slimeville citizens make the going tough.

LEVEL 17

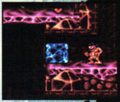
SLIMEVILLE

It's time to get out of town fast! Thankfully, the Prehistorik Scientist has the sports wheel ready. Use the B Button to jump the Unicycle!

LEVEL 18

CRYSTAL CAVERNS

The Chief's daughter has wandered off and become lost in the Crystal Caverns (you knew this would happen, didn't you?). Sam must save her!



LEVEL 19

CRYSTAL CAVERNS

Turbo charged Rhinos! These translucent caverns are filled with hidden passages. If only Sam could find the one that leads out of here...

LEVEL 20

CRYSTAL RIVER

Time to go rafting on the river! The blacksmith built seaworthy rafts for the journey downstream. Too bad nobody made a net for the hungry fish!

LEVEL 21

ICEBERGS

It's slippery on these tipping icebergs! Keep our footing and use the yell to fend off uptight penguins. Remember that cavemen can't swim yet!

LEVEL 22

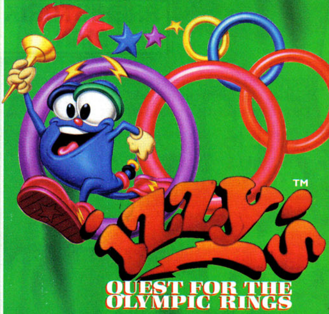
ICE WASTES

The entrance to the Dino Graveyard is at the top of the Ice Wastes, but Sam has a long climb ahead. Save your yells and watch your step.

LEVEL 23

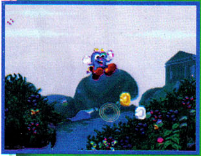
DINO GRAVEYARD

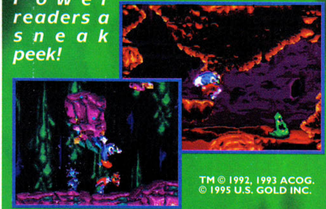
Yippee! Sam made it to the Dino Graveyard! Aside from a few ghosts and pits, this stage is a breeze! Hit the goal and... why is the ground shaking?!


TM
Izzy's
QUEST FOR THE OLYMPIC RINGS

RING IN THE OLYMPIC GAMES!

U.S. Gold, maker of Flashback and the Incredible Hulk, brings adventure fans a unique challenge: save the Olympic torch from being snuffed out forever! Fiendish forces have stolen the Eternal Flame used to light the torch. Izzy, the impish mascot of the 1996 Games, must elude the dastardly ring guardians and find the five hidden Olympic rings so he can travel to Atlanta and light the torch. U.S. Gold plans a fall 1995 rollout of this game, but we wanted to give Nintendo Power readers a sneak peek!





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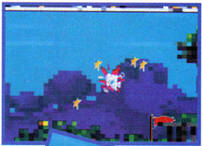
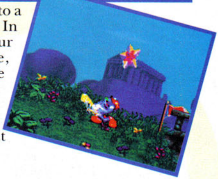
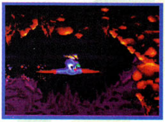
IS HE IZZY?





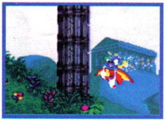
Izzy gains special powers by leaping into a pulsating Morph Star. He can fly to distant ledges by morphing into a javelin, slice up scoundrels by changing into a fencer, and bash baddies and barriers alike by zapping into a batter. Careful, though! In the true spirit of amateur athletes everywhere, morphed Izzy's desire often exceeds his skills. Izzy will have to practice hard, or his flights of fancy will sputter out at awful times!

JAVELIN



This morphed Izzy can swoop and soar to new levels. He can also dive at enemies with a menacing scowl on his face. Grab javelin Power-Ups so Izzy can keep on flying! That Izzy is certainly a staraight arrow.

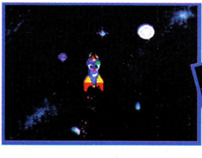
HANG GLIDE

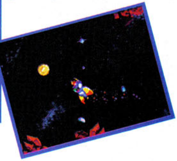


Elude enemies, grab valuable medallions and reach higher levels with aeronautical Izzy. He's hardly an ace pilot, though. Watch those rocky landings, or you could lose a life!

WHIZZY IZZY

Asteroids and comets and lava, oh my! You can zoom by stars with rocket Izzy, but your best strategy may be to take it slow. Save fuel by detouring around perilous planets and marauding meteors while you nab medallions. When you need a boost, grab a lightning-ringed Power-Up. This morph will also appear in the strangest places along Izzy's journey!

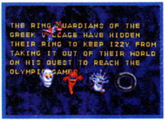




ONYX RING

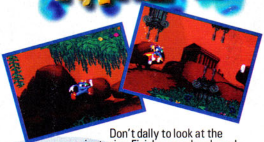
GREEK VILLAGE

Izzy's quest begins at the site of the ancient Olympics, where he'll climb vines and hop from pillar to pillar in search of his first ring. His time in this lush landscape will be no picnic, though. All sorts of green meanies and prickly pursuers are lurking in the grass, just waiting to ambush our hero!



THE RING GUARDIANS OF THE
GREEK VILLAGE HAVE HIDDEN
THEIR RING TO KEEP IZZY FROM
TAKING IT OUT OF THEIR WORLD
ON HIS QUEST TO REACH THE
OLYMPIC GAMES

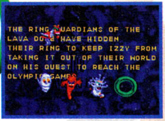
Fortunately, Izzy is a lot more clever than any of the ring guardians. His spinning jumps will knock them out and win points.



Don't dally to look at the ancient ruins. Finish a round early and the judges will honor you with a gold, silver or bronze medal, plus bonus points.

EMERALD RING

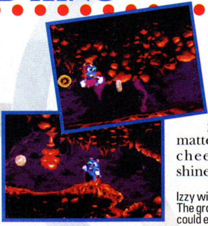
LAVA DOME



THE RING GUARDIANS OF THE
LAVA DOME HAVE HIDDEN
THEIR RING TO KEEP IZZY FROM
TAKING IT OUT OF THEIR WORLD
ON HIS QUEST TO REACH THE
OLYMPIC GAMES

Talk about red-hot competition! Izzy will have to fight off magma monsters and burning boulders on his way to the next ring. Even the rocks have eyes in this creepy level!

Making your way through the maze of caverns and tunnels is especially tricky. Keep careful track of where you have been or you may find yourself going around in circles! No matter the obstacle, though, Izzy's cheerful personality always shines through.

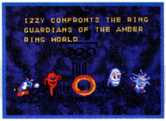


Izzy will have to keep his cool and move fast. The ground he's standing on—or under—could erupt into hot lava at any moment!

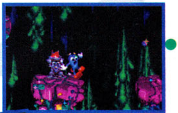
AMBER RING

EXIT TO ATLANTA

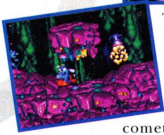
Those diabolical ring guardians never seem to give up! Izzy will face some of his nastiest challenges as he climbs rocks that defy gravity on his way to the Reality Vortex. As in all levels, Izzy can find Power-Ups, treasures, and nasty surprises, in hidden eggs and vases.



IZZY CONFRONTS THE RING
GUARDIANS OF THE AMBER
RING WORLD



Lighting a Restart Statue allows impatient Izzy to save precious steps if he loses a life.



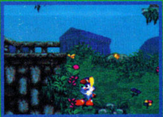
The Dream Team was never as tough as this gang of green gloppies and flame-spitting tornadoes. Izzy will also have to dodge streaking comets and climb razor-sharp ropes. At long last, though, he'll win the Amber Ring and head for Atlanta!

POWER-UP

BONUS AREAS

Special challenges along Izzy's path allow him to rack up bonus points without risking a life. If Izzy finishes a level fast enough, he qualifies for an Elder Challenge. He'll have to master these to find two of the hidden Olympic rings!

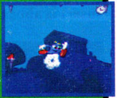
WHERE TO LOOK

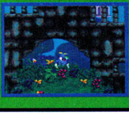


When Izzy morphs into a batter, he should use his Louisville Slugger to take a few whacks at nearby walls and statues.

BUSY IZZY

Hidden tunnels and stairs often lead to treasure troves of medallions as well as bonus areas. Izzy may have to jump after he disappears from sight.





Izzy is always brave, but he should be especially fearless in the bonus areas. After all, he has nothing to lose!

COUNSELORS' CORNER

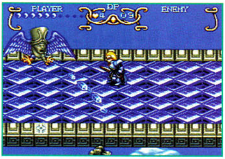
Super NES

ILLUSION OF GAIA

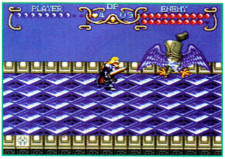
HOW DO I DEFEAT THE VIPER IN THE SKY GARDEN?

Mark Cottrell

The Sky Garden is rough area, topped off with a tough, scrappy bird that requires lots of practice. Use Freedan to defeat this foe. Develop a pattern of switching between attacking the Viper and dodging the projectiles he shoots. If you can avoid taking damage, Viper doesn't stand a chance. There are no safe hiding places from the bird. Retire the stone fowl with twenty blows from Freedan's sword.



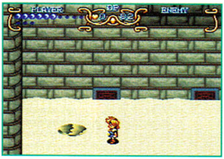
Nowhere to run and nowhere to hide! Strike Viper and quickly dodge his counterattack.



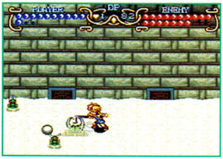
Freedan needs to strike this blue stone bird at least twenty times. Save your herbs!

HOW DO I DEFEAT SAND FANGER?

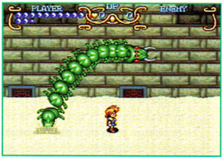
This centipede roaming the base of the Great Wall is a challenging opponent. Sinking sand indicates where the insect is about to appear. Stand next to these sink holes and swing Will's weapon as the beast begins to rise out of the ground. If Sand Fanger spits out a small green creature, use Will's defense (press the L or R Button) to block any stones thrown your way. Keep repeating this pattern to send the large centipede crawling off for good.



Thar she blows! Whirlpools in the sand indicate Sand Fanger's location. Stake them out!



The best time to strike Sand Fanger is when small creatures spew from the centipede's maw.



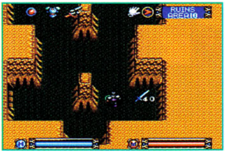
Will needs to hit Fanger forty times to send this beast underground for good.

BRANDISH

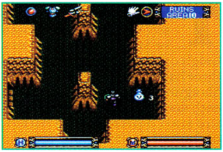
Seamus Pelan

HOW DO I FIX A BROKEN SWORD?

While a broken sword cannot be repaired, you can prolong the life of a weapon by using a Hardening Potion. This potion increases the number of times a sword can be used before it breaks. It is important to note that most swords cannot exceed a maximum of ninety-nine swings. A few rare weapons have unlimited uses.



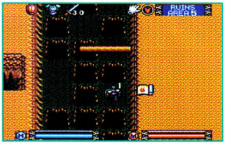
Dang! Another broken sword! Keep a back up weapon in your inventory at all times.



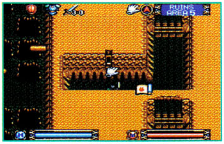
Hardening Potions are kept in vials with a "V" on the labels. Save them for valuable weapons.

HOW DO I GET TO RUINS AREA SIX?

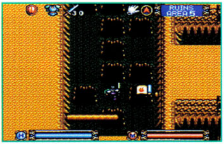
You can access Ruins Area Six only after you complete the Second Sliding Pole Room. This long, narrow chamber is on the western edge of Ruins Area Five. Walking into sliding poles damages your character, so deactivate the rods by selecting the "USE" command on a series of switches in a room east of the chamber. Once the poles are neutralized, you'll be free to continue your journey.



Switches in the next room stop these sliding poles. You must deactivate them.



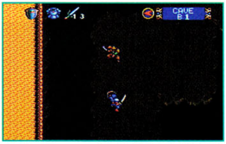
Hit the switch at the exact moment that the pole retracts completely into the wall.



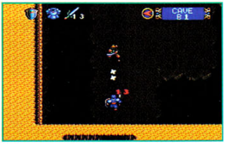
After stopping the poles, work your way north through the room without falling.

HOW DO I DEFEAT THE NINJA IN CAVE B-1?

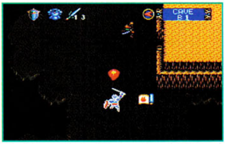
The Ninja lurking in one of the final rooms in Cave B-1 is a nuisance to many game players. You defeat the Ninja with your sword if you raise your levels to fifty, but there is an easier way. Select the Fire Spell and attack the Ninja from a distance. This spell inflicts little damage, but it allows you to attack with room for an easy escape. Exit through a nearby door and push the L and R Buttons to regain life and magic strength. Be sure to rest out of the Ninja's line of fire. Resume the battle when your life and magic are fully restored.



Don't use your sword on the Ninja or he'll multiply into two deadly images.



Unless you want to be an easy target, never rest where the Ninja's shurikens can hit you.



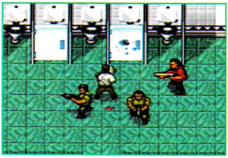
The Fire spell is deadliest against the Ninja. Invoke the spell at a safe distance.

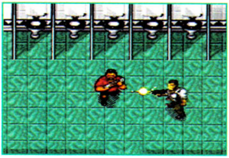
TRUE LIES

HOW DO I DEFEAT THE TERRORIST IN THE RESTROOM?

Travis Williams

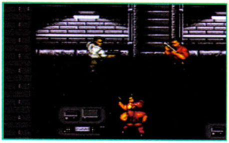
The shotgun-toting rogue terrorist in the men's room in Stage Three is a very tough opponent. First destroy all three bathroom stall doors with the Shotgun. The Shotgun eliminates each door with one or two shells. If the stall doors remain intact, unlimited enemies pour into the room. After demolishing the doors, select the Uzi and drop the terrorist from a distance.

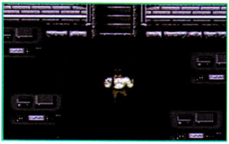

These villains have to go really bad! Select the Shotgun and clean out the stalls.

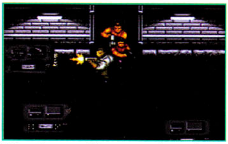

Use the Uzi on the terrorist. This weapon has a longer range than the shotgun.

HOW DO I DISABLE THE COMPUTERS?

The computer room in the underground subway is the end of the line for many game players. The trick to finishing this area is to destroy the four computers as quickly as possible. Use the Uzi or the Shotgun to demolish each terminal. While grenades work well, they may bounce back at Harry. Ignore the unlimited enemies in the room—use the diving shoulder roll and dodge.

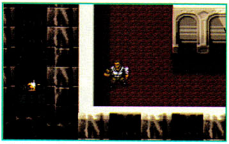

Wasting bullets on the unlimited enemies pouring into the room is a fatal mistake.

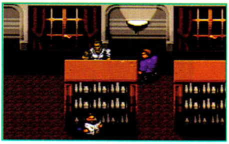

Select the Uzi or the Shotgun to permanently shut down this terrorist computer system.

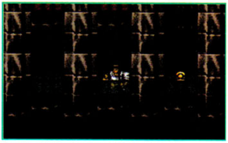

If Harry has enough lives, you can ignore the enemies and quickly fire away.

HOW DO I GET THE 1-UP UNDER THE CHATEAU?

One of the trickiest hidden Omega Symbols is in the first stage of the game. The key to finding this and other secret areas in the Chateau is to look behind all of the furniture. After placing the modem on the computer, follow the path leading out of the building. Keep an eye out for a guest reading a newspaper next to a bookcase. Stand behind this bookcase and shoot at it several times. If you aim accurately, a small explosion will blast a hole in the back of the cabinet. Walk down a concealed stairway and collect the Omega Symbol in the basement.


The Omega Symbol beneath the Chateau eludes the best game players.


Stand behind this bookcase and shoot at it. Do not hit innocent bystanders.

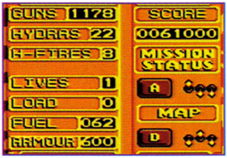

You're in the basement! Collect the Omega Symbol and get out of the Chateau!

DESERT STRIKE

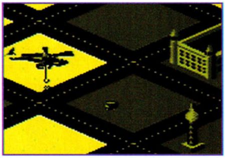
Eric Bush

CAN I GET MORE LIVES?

The only method for obtaining extra lives in Desert Strike is to find Extra Life crates throughout the game. Extra Life crates look like boxes with crosses on top of them. The best way to find these items is to destroy all of the enemy buildings, especially in the Third Campaign. You can also replay earlier areas and complete easier levels with more lives.

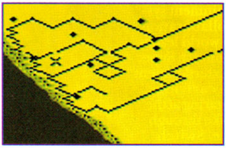

GUNS 1178
HYDRAS 22
H-FIRES 3
LIVES 1
LOAD 0
FUEL 062
ARMOUR 600
SCORE
0061000
MISSION STATUS
A
MAP
D

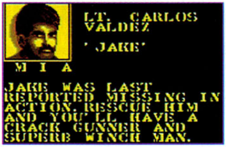
The only way to build up lives is to find Extra Life crates hidden throughout the game.


Destroy the building left of the Presidential Palace in the Third Campaign—another life!

WHERE DO I GET THE BEST COPILOT IN THE GAME?

Lt. Carlos "Jake" Valdez is the best copilot in the game. Unfortunately, Jake is MIA during the First Campaign. Select Lt. Kris Tinmarie as your copilot until Carlos is rescued. While Kris is slower at the winch, she can hit more targets than most copilots. After rescuing the MIAs and completing the First Campaign, write down your password and restart the game. Jake is still listed as MIA, but you can select him after entering the password for the Second or Third Campaign.


Where's Jake? Rescue the MIAs in the First Campaign and write down your password.


LT. CARLOS VALDEZ
'JAKE'
M I A
JAKE WAS LAST REPORTED MISSING IN ACTION. RESCUE HIM AND YOU'LL HAVE A CRACK GUNNER AND SUPERB WINCH MAN.

The copilot screen lists Jake as MIA in the Second Campaign, but pick him anyway.

Jake is proficient with both the gun and the winch. Pick him for dangerous missions.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

NHL STANLEY CUP

Q: Can Best of Seven Mode be played with one player?
A: No. Two players only.

Q: Why am I penalized so much?
A: Avoid excessive checking, scrapper!

Q: Which teams are the best?
A: Most players prefer LA and Montreal.

SUPER BOMBERMAN 2

Q: How do I get Players 3 and 4 to read "MAN" on the player screen?
A: Plug a multi-player accessory into Port 2 on your Super NES.

Q: When playing Gold Bomberman mode, what does the red squiggle on the roulette wheel represent?
A: Sandals that make you walk slow. This is a booby prize. Find some skates!

ELITE SOCCER

Q: Which are the best teams?
A: Italy and Brazil.

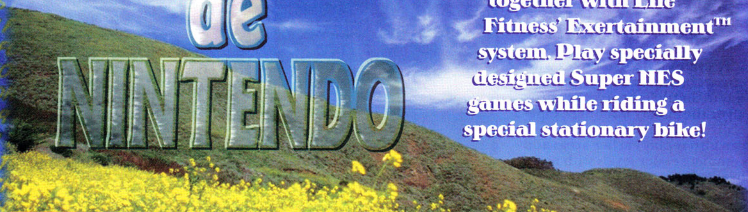
Q: Can I control my goalie?
A: No.

Q: How do I perform defensive hits?
A: Press the A Button. The computer determines your move.

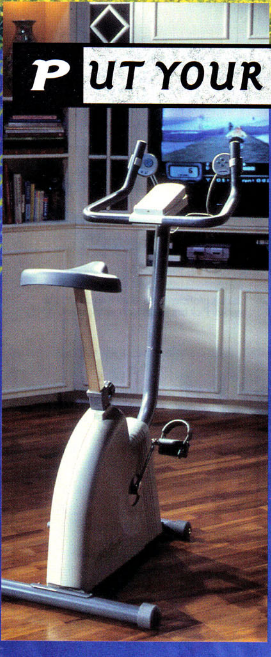
FITNESS FOR THE FUN OF IT

TOUR de NINTENDO

Two of America's most popular pastimes make tracks together with Life Fitness' Exertainment™ system. Play specially designed Super NES games while riding a special stationary bike!

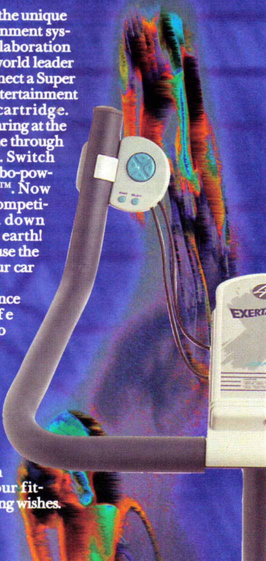


PUT YOUR METTLE TO THE PEDAL



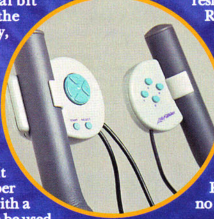
Game control with your feet? That's the unique promise of the Life Fitness Exertainment system, the product of a unusual collaboration between NOA and Life Fitness, a world leader in exercise equipment. Simply connect a Super NES to a Lifecycle® bike via an Exertainment adapter module and pop in a cartridge. Instead of a boring half hour of staring at the wall, you can race a mountain bike through mountains, snow, fire and ice. Switch courses—and vehicles—to the turbo-powered demons of Speed Racer™. Now you're fending off cutthroat competition as you race up hills and down canyons in the fastest cars on earth! You control the outcome, because the faster you pedal, the faster your car goes.

With two decades of experience in exercise machines, Life Fitness has the knowledge to make the Exertainment system a top-notch workout aid. With both Mountain Bike Rally™ and Speed Racer, you can choose hilly or flat courses, set the level of competition and pick your vehicle! The result is a program carefully calibrated to your fitness needs and game-playing wishes.



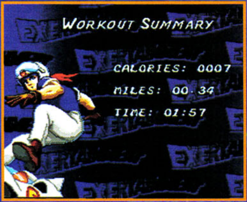
HOW IT WORKS

The Exertainment module connects the Lifecycle to your Super NES. It contains a special processor that converts your pedaling speed into a digital bit stream and sends it to the game system. Currently, Life Fitness offers two Exertainment models. The 3500X comes with the Lifecycle, the Exertainment module, special controllers and the Program Manager™/Mountain Bike Rally cartridge. It must be used with a Super NES. The 3500 comes with a deluxe Lifecycle that can be used with or without the Super NES, as well as a heart rate management kit and all the extras that accompany the 3500X. Plans are in the works for Exertainment modules that can be added to other Lifecycle models.



PLAYING LIFE FITNESS

Playing footsies with a Super NES is surprisingly intuitive, thanks in large part to the good feel of the controller. It takes a bit of experience to get used to the stiff resistance you'll feel pedaling uphill. With Mountain Bike Rally or Speed Racer, if you set your fitness level too low, you'll always win, because you can easily make up for your mistakes by turning on a burst of speed and passing your competition. Remember, no pain, no gain!

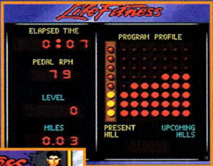


WORKOUT SUMMARY

CALORIES: 0007
MILES: 00.34
TIME: 01:57

THE PROGRAM MANAGER

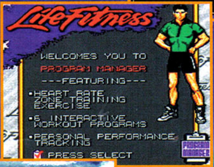
All Life Fitness games include this computerized tool aimed at enhancing your exercise experience. Begin by entering basic info like age, gender, weight and fitness goals. Program Manager uses the info while you play the game to calculate distance cycled, time elapsed and calories burned, both in single sessions and over time. Trainer programs like Heart Rate Zone Training, which are also bundled with each cartridge, will make sure you get a good all-around workout, neither too easy nor too tough.



LifeFitness

ELAPSED TIME 0:07
PEDAL RPM 79
LEVEL 0
MILES 0.03
PROGRAM PROFILE
PRESENT HILL
UPCOMING HILLS

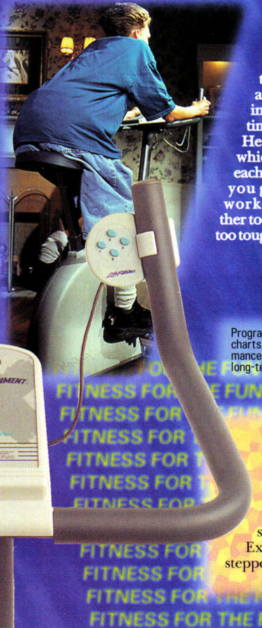
Program Manager can display workout information, just like a traditional Lifecycle does.

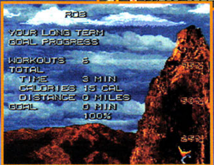


LifeFitness

WELCOMES YOU TO
PROGRAM MANAGER
---FEATURING---
•HEART RATE ZONE TRAINING EXERCISE
•6 INTERACTIVE WORKOUT PROGRAMS
•PERSONAL PERFORMANCE TRACKING
☑ PRESS SELECT

Life Fitness developed Program Manager and other Exertainment software with help from medical experts.



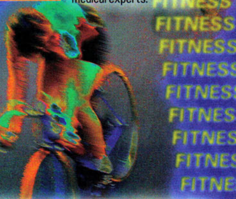


ROB

YOUR LONG TERM
GOAL PROGRESS

WORKOUTS 5
TOTAL
TIME 3 MIN
CALORIES 15 CAL
DISTANCE 0 MILES
GOAL 0 MIN
100%

Program Manager charts your performance against your long-term goals.

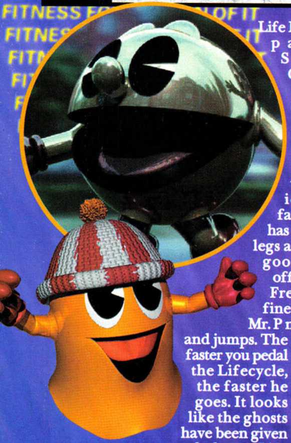


IN THE WORKS

Life Fitness' engineers are developing a recumbent Lifecycle with an Exertainment system, scheduled to ship this fall. Life Fitness is also developing a turnkey system, including Lifecycle, Extertainment module, Super NES and TV set, for health clubs. As we went to press, we got word of plans to develop special Exertainment modules for Life Fitness' Lifestride™ treadmill and Lifestep™ stairstepper as well as an Exertainment adapter for other Lifecycle models.

ITNESS FOR THE FUN OF IT

PAC MAN™



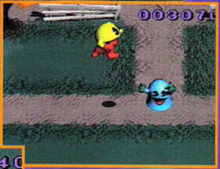
Life Fitness and its partner, Software Creations, have given Nintendo Power an exclusive first look at the first Pac Man game with 3-D graphics! Everyone's favorite big mouth has been given arms, legs and an arsenal of goofy weapons for offing greedy ghosts. Freed from the confines of his 2-D world, Mr. P now runs, jogs, surfs and jumps. The faster you pedal the Lifecycle, the faster he goes. It looks like the ghosts have been given new duds, too. Life Fitness is finalizing the name of this game and plans to release it this fall.

GAME NOTE

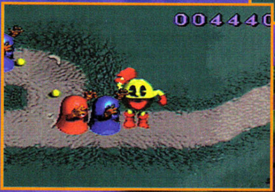
To breathe new life into an all-time classic, Software Creations is using cutting-edge technology, including Silicon Graphics workstations running rendering software from Alias.

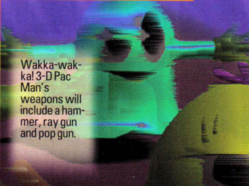
STRATEGY

You'll have to stick to your exercise regimen if you want Pac Man to survive. The faster you pedal the Lifecycle, the faster he goes. If you go too fast, though, he'll stop to catch his breath—and then the ghosts might catch him!



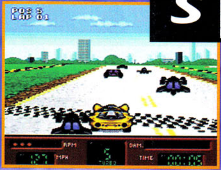
Up in the air! It's a bird, it's a plane—no, it's just little old Pac Man.





Wakka-wakka! 3-D Pac Man's weapons will include a hammer, ray gun and pop gun.

SPEED RACER



The dashboard displays your RPMs, MPH and time elapsed, plus icons of special features.

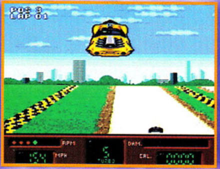
Beginning this fall, everyone's favorite cartoon leadfoot will lay rubber at the Extertainment starting line. Radical Entertainment kept the chopper blades, gripper tires and leaping ability from Accolade's original Super NES version of Speed Racer, but now you determine your vehicle's speed with your legs instead of your thumb. Beware: the sound of "vroom, vroom" and Speed's tires squealing as he skids sideways into a turn could send you into singing endless choruses of "Go Speed Racer, Go!"

GAME NOTE

"Pops" Racer has built many technological marvels into the sleek MACH 5, driven by his son Speed. On the way from New York to Tokyo, Speed will have to use all of MACH 5's capabilities as he battles a bevy of friendly—and not so friendly!—rivals.

STRATEGY

The Exertainment version of Speed Racer offers a choice of flat, hilly or variable terrain. Flat is good for warming up or learning a course or for light workouts. Race-game freaks will want to start out on a hilly course.



Powered by the g-Force Compensator Unit, the Autojacks help Speed fly past dawdling rivals.

FITNESS FOR THE FUN OF IT
FITNESS FOR THE FUN OF IT
FITNESS FOR THE FUN OF IT
FITNESS FOR THE FUN OF IT
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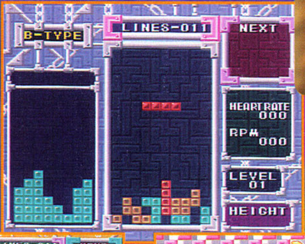
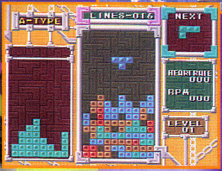
FITNESS FOR THE FUN OF IT

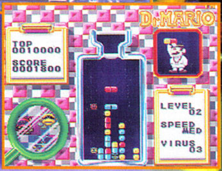
TETRIS AND DR. MARIO

Bend your brain while toning up your thighs with a pair of classic puzzlers adapted to the Exertainment system and slated for fall 1995 release. Pedaling harder won't change the speed of the falling blocks or Dr. Mario's plummeting pills. Instead, you rack up time credits that can help you out deep into the game, when you've rung up 100,000 points or more. Now that's incentive to keep on bikin'.


B-TYPE
LINES-011
NEXT
HEART RATE 000
RPM 000
LEVEL 01
HEIGHT


A-TYPE
LINES-016
NEXT
HEART RATE 000
RPM 000
LEVEL 01

Longtime fans will be happy that Life Fitness is keeping the familiar interface.


Dr. MARIO
TOP 0010000
SCORE 0001800
LEVEL 02
SPEED MED
VIRUS 03

Vanquish virtual viruses by piling identically colored pills atop them.

GAME NOTE

What more can we say about the biggest hit to come out of Russia since the cannons in Tchaikovsky's 1812 Overture? Not much, except that its guaranteed long-term playability is ideal for marathon workouts.

STRATEGY

Tetris and Dr. Mario have always been games that demanded coolness with the controller. That can be a problem when your workout is giving you sweaty palms! Try to maintain a steady speed, and keep a dry towel handy.

MOUNTAIN BIKE RALLY

I AM VERY PROUD OF MY EFFORT.

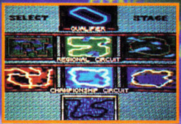
GAME NOTE

There are eight riders, each with a special home track. Other options include bike type, steering ability and resistance. Interaction with the Program Manager helps you monitor your workout while having fun.

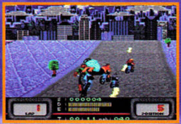
STRATEGY

With the average race lasting several miles, Mountain Bike Rally emphasizes strategy and endurance training rather than flat-out speed. Slip-stream behind your rivals, then pass them on the last lap.

Now here's a piece of foot-friendly software. What's more appropriate for an exercise bike than a bike race game? Thanks to game designer Radical Entertainment, you can punch-out rival riders and elude track antagonists who will try to pelt you with objects. You'll also find yourself gripping your handlebar as you catch air in Dark Gulanda and screaming as you spin out on the ice of Frostlands. That's O.K.—you're used to getting into your gaming. Has working out ever been this much fun?


SELECT
STAGE
QUALIFIER
REGIONAL CIRCUIT
CHAMPIONSHIP CIRCUIT

You'll have to rack up 100 laps to make it out of the qualifier circuit.


LAP
POSITION

Ramps placed throughout the courses can help you fly by your rivals.

JUNGLE STRIKE™

THE SEQUEL TO DESERT STRIKE™

THE FIGHT AGAINST TERRORISM CONTINUES IN THIS AWESOME SEQUEL TO DESERT STRIKE BY T*HQ AND ELECTRONIC ARTS.

CO-PILOTS

While you may be a pilot of great skill, you're useless without a competent co-pilot. Be sure to examine the personnel roster carefully!

MR. 3D

Mr. 3D is just that, third in his class at the academy and your third choice on a roster of two co-pilots. Leave this guy back at the base!

MR. EGO

Scott Antonio thinks he's hot, but actually he is merely average at both the winch and the gun. He is the best co-pilot to choose at the beginning of the game.

FACEMAN

Grant Foster is a great gunner, but he has poor winching skills. You can use him as your co-pilot after you rescue him in the second mission.

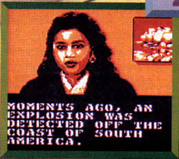
ANNIHILATOR

Rossalind D. is the only female co-pilot in the game. Her gunning skills are merely adequate, but she is a master with the winch. You'll rescue her during Campaign 4.

WILD BILL

Once you save Wild Bill in Campaign 6, you'll have the best co-pilot in the business! With his skills at your command, you'll be unstoppable.

TERROR IN THE STREETS



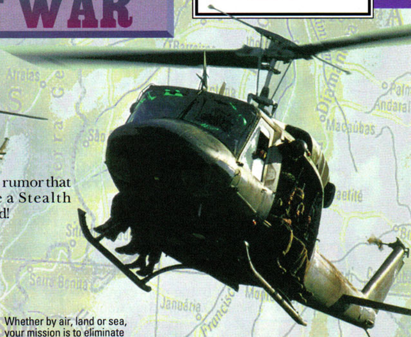
MOMENTS AGO, AN EXPLOSION WAS DETECTED OFF THE COAST OF SOUTH AMERICA.

The evil drug lord Ortega has teamed up with your arch-foe's son Kilbaba. Together they are planning their revenge against you and your country. They have gathered together a powerful private army, funded by their illegal activities, and supplied with black market weapons. When the word got out that these evil doers were back in town, the call went out for America's best pilot, you! If you can't stop them, no one can.

A DIFFERENT WAR

A TOUGHER FIGHT

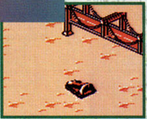
If you've played Desert Strike, you're going to love Jungle Strike, but be ready for a tougher fight. The missions in this game are enough to drive most pilots into the dirt. Because the enemies have improved their weaponry, the army has provided you with a few new toys as well. There is rumor that there may even be a Stealth Fighter for you to find!



Whether by air, land or sea, your mission is to eliminate the dangerous insurgents.

XL-9 HOVERCRAFT

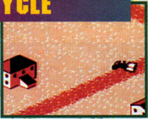
When you get to the second campaign, you'll get to use the XL-9 Hovercraft. It's well equipped, so you shouldn't have any trouble.



You can't fly over the bridge, so take the Hovercraft instead.

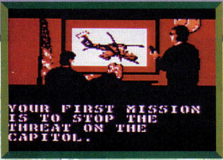
ASSAULT MOTORCYCLE

Some of the enemies are impervious to air attack, so try using the Attack Cycle instead. Its low flying missiles can finish off anything.



Steering the motorcycle can be tricky, so practice before you take it into battle.

WASHINGTON D.C.



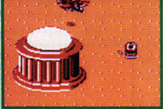
YOUR FIRST MISSION IS TO STOP THE THREAT ON THE CAPITOL.

BRIEFING

Two well known drug lords have mobilized their private armies against Washington D.C. and you are the only pilot capable of stopping them. To make matters worse, the President's motorcade is due back in town at any moment. You must use extreme caution when engaging the enemy. You are fighting on your home turf, so any stray shot will spell disaster.

MONUMENTS

The terrorist army has planted heavily armored recreational vehicles around several of the monuments in town. You must destroy them!

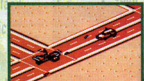


Use your missiles to destroy the enemy vehicles.

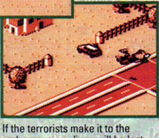
Avoid hitting the monuments, or your mission is over!

CAR BOMBS

The cowardly terrorists have decided to use car bombs. Hit the cars quickly to prevent the loss of innocent lives.



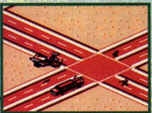
Use missiles to destroy the car bombs quickly.



If the terrorists make it to the embassy, many lives will be lost.

MOTORCADE

The President is back in town, and the terrorists are planning on assassinating him. Escort him and his motor pool back to the White House, where he will be safe from attack.



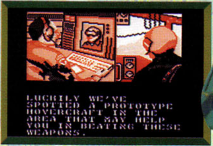
Hit the terrorists quickly, before they can injure the President.

Don't shoot while you're behind the limo or you may hit it!

SUB HUNT

BRIEFING

To prevent a future attack on our nation's capital, the President has sent you deep into the jungle of South America to hunt down Ortega's private army. Because this area is well defended by anti-aircraft weapons, you'll need to use the hovercraft to complete this mission. Almost everything in this mission is held by the enemy, so shoot anything that moves.


LUCKILY WE'VE SPOTTED A PROTOTYPE HOVERCRAFT IN THE AREA THAT MAY HELP YOU IN BEATING THESE WEAPONS.

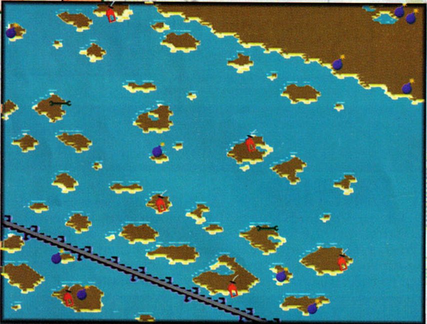
Using the hovercraft will help you to avoid the anti-aircraft weapons.

NAVY SEALS

Northwest of your starting point you will find two Navy Seals. Destroy the enemies that are attacking them, then haul them to safety.

Shoot the enemy soldiers quickly, before they hit your men.

Hover over the Navy Seal units while your co-pilot hauls them to safety.



AMMUNITION ....

ARMOR REPAIR ....

FUEL ....

F-15 PILOT

Because of the high level of anti-aircraft fire in this area, an American F-15 was downed. You must save the pilot before he is captured by Ortega's men.

Look for the downed F-15 on the east side of the map.

Pick up the pilot and take him back to the base for an armor refill.

HOVERCRAFT

Land on the pad next to the hovercraft, then take control of the prototype vehicle. Use its powerful missiles to clear Ortega's army.

Defeat all of the enemies then land on the pad next to the hovercraft.

You'll need to use the hovercraft if you want to finish this mission.

CRATES

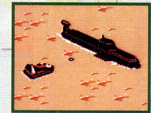
Ortega's men have been smuggling unknown substances into the country using small speedboats. Use the hovercraft to destroy the speedboats, then collect the crates before they sink.

If the smuggler's speedboats aren't stopped quickly, you'll fail the mission.

After destroying the speedboat, collect the crate that is left behind.

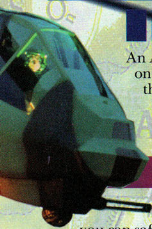
SUBS

Believe it or not, Ortega has gotten his hands on a few attack submarines. Stop them before they can attack any passing freighters.


Luckily the submarines are still floating on the surface.

Keep hitting them with missiles until they sink.

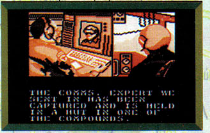
TRAINING GROUNDS



BRIEFING

An American communications expert was captured while spying on the terrorists' training grounds. Now you must fly in save him, then destroy the training center before the terrorists can mobilize a counter attack.

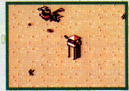
It's back to the desert with you. Destroy the terrorist army when they are unprepared.



THE COMMS. EXPERT WE SENT IN HAS BEEN CAPTURED AND IS HELD IN A HUT IN ONE OF THE COMPOUNDS.

CAMPS

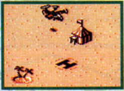
If you wipe out the guard towers, you can safely attack the rest of the encampments.



It can be tough to hit the control towers. Try hitting them when you're below them on the screen.

LANDING ZONE

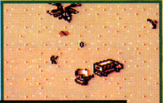
Because the landing zone is behind enemy lines, you need to fly in some troops to protect it from attack.



Don't bother destroying the tent, you'll need it later.

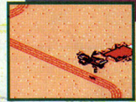
RADAR SITES 1

The key to a safe airborne attack is to clear out the radar stations. The radar trucks are well defended so be careful.



After clearing out the radar, you'll be tougher to hit.

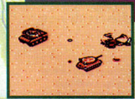
COMM. EXPERT



Shoot the prison building until you find the communications expert.

Rescue the communications expert that was captured, then carry him to the telephone wires. He'll bug the lines and provide you with important info!

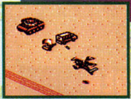
TANK DEPOT



A few missiles should help you get rid of the tanks in the area.

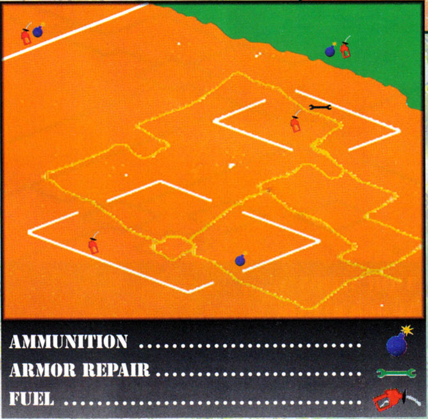
Destroy the enemy tanks before they can be mobilized. Some of the tanks fire back, so beware!

RADAR SITES 2



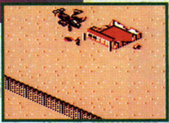
The radar stations should give you very little resistance.

As you get deeper into the encampment, you'll discover more radar stations. Destroy them!


AMMUNITION ....
ARMOR REPAIR ....
FUEL ....

TRAINING H.Q.

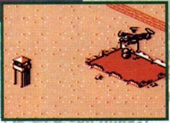
If you can succeed in destroying the Training HQ, you can stop the massive build-up of enemy troops.



Be sure to capture all of the enemy commanders that you find in the building.

REACTOR

Destroy the Weapons storehouse and steal back the missing reactor. Do not destroy it, or there will be a radiation leak.

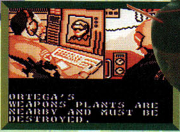


Once you've got the reactor, you can head back to the base.

NIGHT STRIKE

BRIEFING

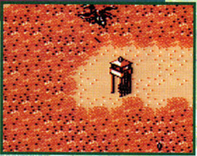
In retaliation for the attack on the terrorist training camp, the terrorist leader Kilbaba has taken several of our troops hostage. It is your mission to rescue our boys from their pit prisons, then neutralize Kilbaba's troops.



ORTEGA'S WEAPONS PLANTS ARE NEARBY AND MUST BE DESTROYED.

WATCH TOWER

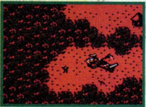
Take out the watch towers quickly to keep the rest of the enemy troops from discovering your presence. When you execute a night attack, it is best to remain hidden.



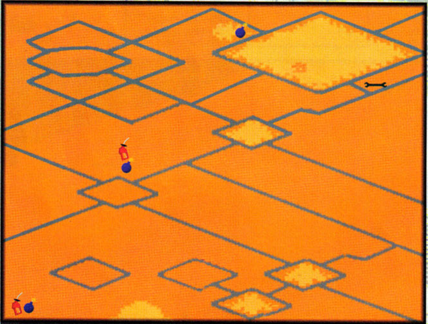
If you want to destroy the watch towers, try hitting them when you're below them on the screen.

GREEN BERET

In order to hold the landing zone, pick up the Green Beret and drop him at the site. He will protect our soldiers when you drop them off.



Don't shoot the Green Beret or you won't get the need protection at the landing zone.



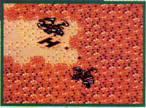
AMMUNITION ....

ARMOR REPAIR ....

FUEL ....

CHOPPERS

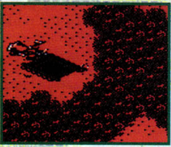
Kilbaba has gotten his hands on several helicopters. Destroy the helicopters quickly, or you'll find yourself grounded.



The helicopters are well armed, so use your missile to destroy them.

SCIENTISTS

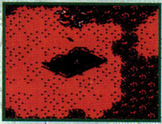
The terrorists have capture three scientists and are keeping them hostage. Rescue them before they are forced to create new weapons for the terrorists.



Shoot the bamboo cages with your guns, then pick up the prisoner that's held inside.

P.O.W.S

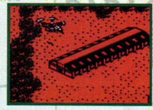
After rescuing the scientists, you'll need to save the rest of the prisoners. Be sure to take out the enemy units before you attempt to rescue the soldiers.



One of the captured soldiers is your missing co-pilot. Be sure not to hit him by mistake.

WEAPONS PLANT

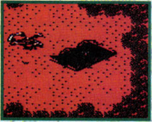
Like all proper terrorists, Ortega's men are busily making new weapons. Destroy the weapons plants before they succeed.



It only takes a few shots to destroy the weapons plants.

COMMANDER

The best way to learn about your enemy is the ask him. Capture the enemy commander to learn more about Kilbaba and Ortega's plans.

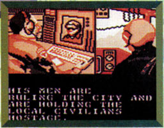


After destroying the Weapon HQ, capture the commander inside.

PULOSO CITY

BRIEFING

Ortega's army has taken over the town San Puloso and his men are ruling the town. Very few of the citizens are still here, so many of the building are safe for you to attack. Keep a lookout for fuel and ammo in the ruins of the destroyed buildings.

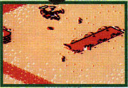


HIS MEN ARE RULING THE CITY AND ARE HOLDING THE LOCAL CIVILIANS HOSTAGE.

Wherever there is a hostage to be saved, you'll come to the rescue!

PLANT

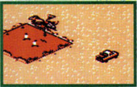
Ortega's processing plants are hidden throughout the city. Find them and raze them to the ground.



Hit the trucks outside the plant with a missile.

UN RESCUE

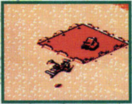
The United Nations offices have been taken over, and the people are being held hostage. Destroy the buildings, then rescue the people inside.



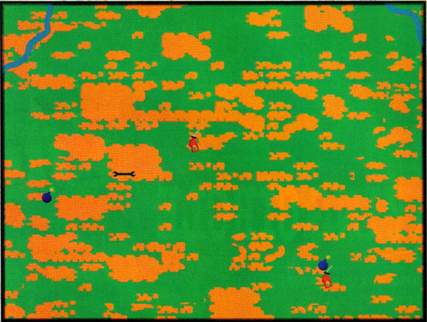
Be careful not to hit the good guys that are inside the building.

COUNTERFEIT

The terrorists are trying to cripple the American economy with counterfeit money, and only you can stop them.



After you destroy the building, you'll be surprised by an enemy tank inside.



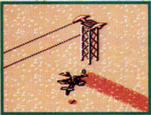
AMMUNITION .... ●

ARMOR REPAIR .... 🔧

FUEL .... ⛽

POWER GRID

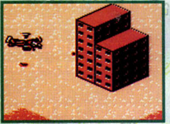
If you attack the Power Grid, you can cut off the power to all of Ortega's armed forces.



Aim your missiles at the base of the towers.

ARMOR CARS

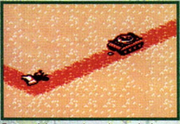
You know that the terrorists have stolen, armored cars. Destroy their hideout to flush them out in the open.



This may look like an office building, but it's really the terrorists hideout.

C4 EXPLOSIVES

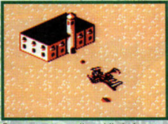
You'll need to hit one of Ortega's weapon plants to locate the needed C4 Explosives. Look through the rubble to find it.



Be careful not to shoot the explosives after you destroy the building.

OPS. ROOM

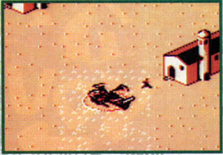
The only way you can destroy Ortega's Operations Room is to plant the C4 Explosives. Drop off your co-pilot and let him do his job.



Protect your co-pilot while he's on the ground!

DETONATORS

You'll need to use the attack cycle to defeat the armored cars. Inside the cars you'll find the detonators that you need.



Hitting the armored cars from the ground will destroy them.

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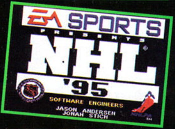
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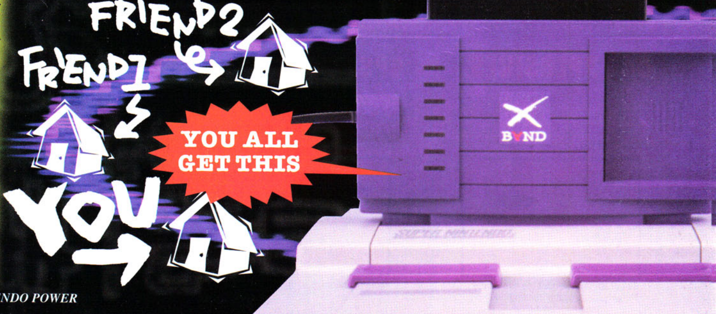
FRIEND 2
FRIEND 1
YOU ALL GET THIS
YOU
XBAND

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.
B. Please indicate, in order of preference, your five favorite Game Boy games.
C. Which five products on the list are you most interested in playing?

D. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

F. Have you called the automated Power Line (formerly the VRU) or the new 900 Game Counseling Line for game tips?

1. Power Line
2. Game Counseling Line
3. Both
4. Neither

H. What do you think about the pace of the Power Line?

1. Too fast.
2. Too slow.
3. Just right.

E. Sex

1. Male
2. Female

G. If you called the Power Line, which of the following best describes your experience with it?

1. I found the answer to my question right away!
2. I found what I was looking for, but it took a while
3. I found information about the game but not the answer to my question.
4. The Power Line didn't have the game I had a question about.

I. How do you feel about the new 900 Game Counseling Line?

1. I've already used it, and was happy to get through right away!
2. I plan on calling when I need it.
3. I don't like 900 numbers, so I'm not planning on using i

Trivia Question: What is the smallest motorcycle in Dirt Trax FX?

Answers to the Player's Poll - Volume 73

Name ______________________ Tel. ______________________

Address ______________________

City ____________ State/Prov. ____________ Zip/Postal ____________

Member Number ______________________ Age ____________

A. Indicate numbers from 1-158 (from the list on the back of the card) 1. ____ 2. ____ 3. ____ 4. ____ 5. ____

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E. 1 2

F. 1 2 3 4

G. 1 2 3 4

H. 1 2 3

I. 1 2 3

Trivia Answer ______________________

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1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. Air Cavalry
5. Animaniacs
6. Ballz
7. Bass Masters Classic
8. Bassin's Black Bass with Hank Parker
9. Batman Forever
10. BattleTech
11. Beavis & Butt-Head
12. Blackthorne
13. Boogerman
14. Brandish
15. BreakThru!
16. Breath of Fire
17. Brett Hull Hockey '95
18. Brutal: Paws of Fury
19. Bust A Move
20. C2: Judgment Clay
21. Captain Commando
22. Carrier Aces
23. Castlevania Dracula X
24. Civilization
25. Demon's Crest
26. Dirt Trax FX
27. Disney's Aladdin
28. Disney's Jungle Book
29. Donkey Kong Country
30. Doom
31. Dragon View
32. Drop Zone
33. EarthBound
34. Earthworm Jim
35. Fatal Fury Special
36. FIFA International Soccer
37. Final Fantasy II
38. Final Fantasy III
39. Fire Team Rogue
40. The Flintstones: The Movie
41. Frankenstein
42. FX Fighter
43. Godzilla: Destroy All Monsters
44. High Octane
45. Home Improvement
46. The Ignition Factor
47. Illusion of Gaia
48. Indiana Jones' Greatest Adventures
49. The Itchy & Scratchy Game
50. Izzy's Quest
51. Judge Dredd
52. Jungle Strike
53. Jurassic Park
54. Jurassic Park 2
55. Justice League Task Force
56. Ken Griffey Jr. Presents MLB
57. Kid Klown in Crazy Chase
58. King Arthur & The Knights of Justice
59. Kirby's Dream Course
60. The Legend of Zelda: A Link to the Past
61. Lemmings 2
62. The Lion King
63. Looney Tunes B-ball
64. Madden's NFL '95
65. Mario Paint
66. Mega Man X
67. Mega Man X2
68. Metal Morph
69. Metal Warriors
70. Michael Andretti's Indy Car Challenge
71. Mickey Mania
72. Micro Machines
73. Might & Magic III: Isles of Terra
74. Mighty Morphin Power Rangers: The Movie
75. Mortal Kombat
76. Mortal Kombat II
77. NBA Jam
78. NBA Jam Tournament Edition
79. NBA Live '95
80. NCAA Basketball
81. NCAA Final Four Basketball
82. NCAA Football
83. Newman Haas Indy Car Racing Featuring Nigel Mansell
84. NFL Quarterback Club
85. NHL '95
86. NHL Stanley Cup
87. Nickelodeon Guts
88. Nosferatu
89. Ogre Battle
90. Oscar
91. Pac In Time
92. The Pagemaster
93. Pieces
94. Pinball Fantasies
95. Pitfall: The Mayan Adventure
96. Porky Pig's Haunted Holiday
97. Power Drive
98. Prehistorik Man
99. Realm
100. Ren & Stimpy Buckeroo$
101. Rise of the Phoenix
102. RoboTrek
103. Samurai Shodown
104. seaQuest DSV
105. Secret of Evermore
106. Secret of Mana
107. Sengoku
108. The Shadow
109. SimCity
110. Speedy Gonzalez
111. Spider-Man & Venom in Maximum Carnage
112. Spider-Man: The Animated Series
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115. Star Trek: Star Fleet Academy
116. Star Fox
117. Star Fox 2
118. StarGate
119. Sterling Sharpe: End 2 End
120. Street Fighter II Turbo
121. Street Hockey '95
122. Street Racer
123. Stunt Race FX
124. Super Bomberman 2
125. Super Street Fighter II
126. Super Turrican 2
127. Super Bonk
128. Super Mario Kart
129. Super Mario All-Stars
130. Super Adventure Island II
131. Super Bases Loaded 3: License to Steal
132. Super Return of the Jedi
133. Super Punch-Out!!
134. Super Metroid
135. Swat Kats
136. Syndicate
137. Tarzan
138. Tecmo Super Bowl
139. Tetris 2
140. Tetris & Dr. Mario
141. Time Cop
142. Tin Star
143. Tiny Toons Wacky Sports
144. Top Gear 3000
145 True Lies
146. Ultima VII: The Black Gate
147. Uncharted Waters—New Horizons
148. Uniracers
149. Vortex
150. Wario's Woods
151. Warlock
152. WCW Super Brawl
153. WeaponLord
154. Whiz
155. Wolverine
156. WWF Raw
157. X-Men: Mutant Apocalypse
158. Zero: The Kamikaze Squirrel

Game Boy

159. Alien Games
160. BreakThru!
161. Casino Funpak
162. Contra: The Alien Wars
163. Daffy Duck: The Marvin Missions
164. Desert Strike
165. Disney's Jungle Book
166. Donkey Kong
167. Donkey Kong Land
168. Dr. Mario
169. FIFA International Soccer
170. Jungle Strike
171. Jurassic Park 2
172. Kirby's Dream Land 2
173. Kirby's Pinball Land
174. The Legend of Zelda: Link's Awakening
175. The Lion King
176. Madden '95
177. Mario's Picross
178. Mega Man V
179. Metroid II: Return of Samus
180. The Mighty Morphin Power Rangers
181. Mortal Kombat II
182. NBA Jam
183. Samurai Shodown
184. SeaQuest DSV
185. Space Invaders
186. Star Trek: Generations
187. Super Mario Land
188. Super Mario Land 2—6 Golden Coins
189. Tetris
190. Tetris 2
191. Tiny Toons Wacky Sports
192. Wario Blast
193. Wario Land: Super Mario Land 3
194. WWF Raw
195. Yogi's Gold Rush
196. Animaniacs
197. Earthworm Jim
198. NHL Hockey '95
199. World Heroes 2 Jet
200. Pak in Time
201. Pinball Fantasies
202. PGA European Tour
203. Batman: The Animated Series

Other Picks

204. Cruis'n USA (NU 64)
205. DKC2: Diddy's Kong Quest
206. Doom (NU 64)
207. Killer Instinct (NU 64)
208. Mortal Kombat III
209. Nintendo Ultra 64
210. Super Game Boy
211. Virtual Boy

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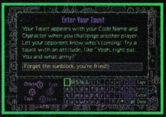
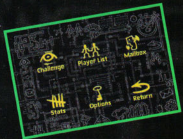
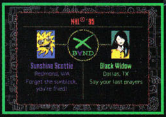

Enter Your Taunt

Your Taunt appears with your Code Name and Character when you challenge another player. Let your opponent know who's coming! Try a taunt with an attitude, like "Yeah, right pal. You and what army?"

Forget the sunblock, you're fried!

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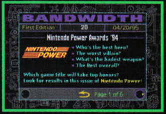
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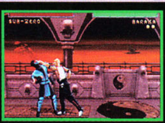
NINTENDO POWER

- Who's the best hero?
- The worst villain?
- What's the badest weapon?
- The Best overall?

Which game title will take top honors? Look for results in this issue of Nintendo Power!

Page 1 of 6



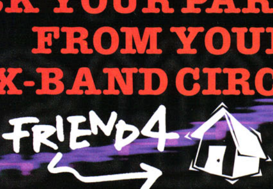
THIRD PRIZE

NINTENDO POWER T-SHIRTS

50 Winners

NINTENDO POWER

PICK YOUR PARTNER FROM YOUR X-BAND CIRCLE



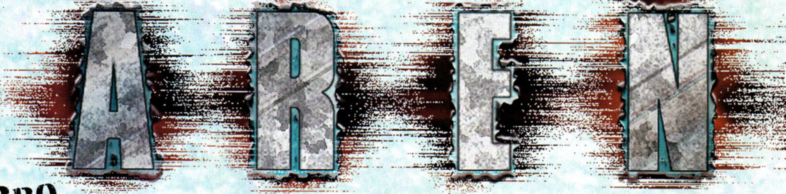
OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 73, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

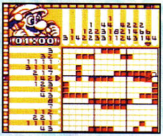
**NINTENDO POWER
PLAYER'S POLL VOL.73
P.O. BOX 9762
REDMOND, WA 98073-9762**

One entry per person, please. All entries must be postmarked no later than July 1, 1995. We are not responsible for lost or misdirected mail. On or about July 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after July 31, 1995, send your request to the address above. GRAND PRIZE: The Grand Prize Winner will receive five X-Band modems plus 12 months' worth of X-Band local, base service (long-distance service not included), and all compatible games available by July 31, 1995. The winner must provide a written release to NOA. The combined value of all prizes is $3,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

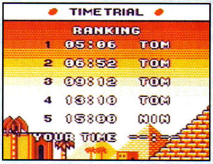
The Power Players'



PRO VS PLAYER — MARIO'S PICROSS



Nintendo's game counselors are persistently piecing together a perplexing plethora of Picross puzzles. While playing in Time Trial mode, Tom posted a time of 5:06. Can you beat it? See how fast you get the picture! The Power Players that beat Tom's time receive four Power Stamps!



TIME TRIAL
RANKING
1 05:06 TOM
2 06:52 TOM
3 09:12 TOM
4 13:10 TOM
5 15:00 NIN
YOUR TIME --:--

Tom sizzled through the Time Trial Mode of Mario's Picross with a time of 5:06.

PLAYER VS PLAYER — STAR TREK: STARFLEET ACADEMY

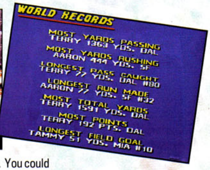
STAR TREK
STARFLEET ACADEMY
New Game
Password
Simulator
Options
Starship Bridge Simulator

Robert Ashby from Dallas, Texas submitted this stellar score of 100% (Perfect) in Star Trek: Starfleet Academy. Robert found Simulation #301 to be " the most arduous." Can you make the grade? Top graduates receive four free Power Stamps each.

You're going to have to finish with a perfect 100% to meet this challenge. Good job, Robert!!

POWER CHALLENGE — MADDEN NFL '95

Yeah, we know football season is over, but try telling the thousands of Madden '95 NFL fans to put down their controllers—you might get sacked for a major loss. Since the season has ended, perhaps it's time to show off your outlandish world records. Send in your results. Top scores and yardage trot off the field with Power Stamps!



WORLD RECORDS
MOST YARDS PASSING
TERRY 1363 YDS. DAL
MOST YARDS RUSHING
AARON 444 YDS. SF
LONGEST PASS CAUGHT
TERRY 77 YDS. DAL #80
LONGEST RUN MADE
AARON 77 YDS. SF #32
MOST TOTAL YARDS
TERRY 1591 YDS. DAL
MOST POINTS
TERRY 192 PTS. DAL
LONGEST FIELD GOAL
TAMMY 51 YDS. MIA #10

Send in a picture of your World Record results. You could be MVP!

ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than July 20, 1995 to qualify for the Power Stamp prizes. The players who best complete a Challenge receive four Super Power Stamps for use towards the purchase of Super Power Supplies.

Nintendo Power Staff determine the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033 REDMOND, WA 98073-9733

A

Why doesn't the NES cartridge fit in this control deck? Use of a game enhancement device results in instant disqualification. The Arena is for players who want to show off their true talents. Find another use for the game enhancement device—many players use them as beverage coasters.

PANTS ON FIRE!

TETRIS & DR. MARIO

BEST HIGH SCORE IN MIXED MATCH:

Frederic Busque Pintendre, PQ	352,309

BEST HIGH SCORE IN TETRIS TYPE A:

Wilfredo Malibiran San Francisco, CA	251,117
Tim Dyer Garden Grove, CA	179,336

POWER CHALLENGE

THIS MONTH'S WINNERS FOR:

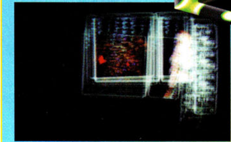
FINAL FANTASY III

Defeated Kefka

Using a party of Imps!

Mazi Ameli	Concord, CA
Rey Banda	Weslaco, TX
Brandon Bayne	Pleasant Hill, CA
Allison Berndtson	Boulder, CO
Thomas Brabenec	Slate Hill, NY
Jeremy Butkovich	Rockford, IL
Tehreem Chaudhry	Greensboro, NC
Ryan Cunningham	Redmond WA
Paul Daniel	Voorhees, NJ
David Griffin	Salisbury, NC
Sam Hard	North Aurora, IL
Paul Hendrickson	Layton, UT
Adam Hines	Harvest, AL
Brandon JacksoN	Fort Worth, TX
Chris Keenan	Park Ridge NJ
Marc-Andre Lacombe	Repentigny PQ
Steven Lee	Temple City, CA
Ben Lindley	Holmen, WI
Ramil Lim	New Port Richey, FL
Ivan Lopez	Richmond Hill, NY
Frank Malizia	Brewster, NY
John Pagac	Kenosha, WI
Tuan Phan	Palm Harbor, FL
Evan Pollino	League City, TX
Tim Ruehle	Wauwatosa, WI
Jason Scheiner	Levittown, NY
David Sirajuddin	Portage, MI
Brad Smith	Saint Charles, MO
Dan Sturdevant	Madison, OH
Bobby Tsai	Palatine, IL
Chris Wagner	Pickerington, OH
Henry Wong	San Francisco, CA
John Wright	Allegan, MI

WHAT IS IT?!



Earthquake! Take cover! Steady your camera and take several pictures.

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES or NES game, first move your system near your television, so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash.

STUNT TRAX
RADIO CONTROL 1
BEST RECORD
JE 0'11"60 KJS
PLAY
CANCEL

Keith J. Sauer, Reading, PA. Great picture!

When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

EVEN MORE POWER CHALLENGES

BASSIN'S BLACK BASS WITH HANK PARKER

Biggest Fish Caught:

John Parley Jr Windsor Locks CT	22.06
Richard Mastin Consecon ON	19.80
Paula Rockaway Brightwood OR	19.74
Lee Kinsman Nibley UT	19.66
Joyce Warren Smithland KY	19.66
Vernard Gray Searsport ME	19.40
Chris Frye Granite Falls WA	19.34
Eric Feigner Talent OR	17.28

NOW Nintendo® PLAYING

Your Power Guide To The Latest Releases

JUNE 1995

BASS MASTERS

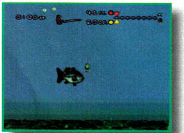
Super NES

PASS WORD

Company ....Malibu
Release Date ....June 1995
Memory Size ......12 Megabits

The world's driest bass are yours for the catching with Malibu's Bass Masters.

The big one lurks in the shadows at the bottom of the lake, circling through the water weeds and pointedly ignoring your spinner. Bass Masters takes you down into the aquatic world of this prized sport fish so that you can study its ways and learn to lure it to the hook. Unlike most fishing video games, Bass Masters' lure-cam perspective takes you down where the drama is. From the fish-eye view, it's easy to control the lure's action and tease the fish as it moves in for the hit. The tournament action takes place in five lakes with each tournament lasting over three days. Anglers stock up on equipment before and during the tournament at the Bait Shop. Before heading out for the best bass, you must choose one of six anglers as your fishing alter ego. Each angler has various skills that may be valuable to you, but many of these old pros also have weaknesses. Once you're on the lake, you can tootle around, searching for a likely bass site with your fishfinder. When you spot a lunker in the weeds, shut down the Evinrude, choose an appropriate lure, cast it for glory, and keep your fingers crossed.



+ A unique fishing perspective that emphasizes fish behavior. Useful bait shop option. Fun, down home music. Lots of lures and useful advice on how to use them.

− Working the lure isn't as intuitive as in some fishing games.

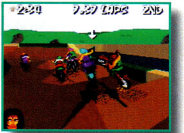
DIRT TRAX FX

Super NES

8-Player PASS WORD

Company ....Electro Brain
Release Date ....June 1995
Memory Size ....4 Megabits

Electro Brain's dirt bike extravaganza hits the mud at last with the FX2 chip boosting the graphics and play.



The FX2 brings powerful RISC processing to this racing game from Electro Brain—a company that continues to produce innovative titles. This two-wheeler was programmed by Sculptured Software, which combined 3-D polygon tracks like those in Stunt Race FX with traditional sprite characters of the bikes and riders. The resulting mix works well in most cases, even when the screen splits into upper and lower views in the two-player mode. The game offers many modes, including a tournament covering five basic courses, two-player tournaments, eight player alternating "Party" mode, or one-player races for 50cc, 125cc and 250cc bikes. If you're good enough, you'll earn the right to ride powerful 500cc cycles and enter 15 new courses including an all-ice track and Tut's Tomb. You also get to choose from between eight riders who add their own special skills to the fray. The action may become frantic, but if you stick with it and learn the courses, you'll get a lot of satisfaction from Dirt Trax FX. Check out this month's review for a few short cuts.

+ Fast 3-D action. Very challenging, particularly at the 500cc level. Great fun as a two-player game, especially in Tag Mode.

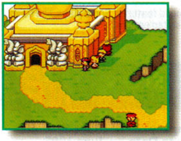
− Low frame rate makes for jerky animation in some areas. Barriers don't stop bikes from bouncing off the track and getting lost.

EARTHBOUND

Super NES

Company.............**Nintendo**
Release Date.......**June 1995**
Memory Size.......**24 Megabits**

EarthBound is a sci-fi RPG for the '90s.



EarthBound comes packaged complete with Ident-a-Smell scratch-and-sniff cards and a Nintendo Power Player's Guide to help you through the toughest standoffs. What you also get in EarthBound is forty or more hours of inventive RPG action with a party of up to four young teens who must save the world from an alien who has taken over much of the planet. Giygas, the alien, infects the minds of people and animals, whom you must then fight and tame. The story takes you from your home town of Onett to other towns and cities, a desert, a swamp, a lost world where dinosaurs still roam, and even inside your own mind. Along the way you'll meet a cult of fanatics, a friendly sea serpent, lots of monkeys, a race of shy folk and a tribe of nosey people. You'll also have to fight your way through many areas armed with baseball bats, frying pans and an assortment of ray guns. If you really put your mind to it, you can use telekinetic PSI powers. RPG gamers will be familiar with the Dragon Warrior battle mechanics, but EarthBound shines brightest in its inventive story, which was written by Shigesato Itoi, one of Japan's most popular writers. The graphics also add a lot to the game, as you'll see in our ten page explorative review.

+ A great story, fun graphics, good sound effects.

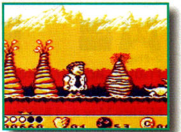
− Frequent, sometimes tedious battles. Poorly designed inventory system limits how many items you can carry.

THE FLINTSTONES—THE MOVIE

Game Boy

Company.............**Ocean**
Release Date.......**March 1995**
Memory Size.......**2 Megabits**

Domestic dilemmas in the Stone Age keep Fred and Barney hopping and bopping.



Ocean's Game Boy version of The Flintstones, which is based on the live-action movie, presents the prehistoric town of Bedrock as a town filled with teddy bears and unidentifiable and unfriendly dinosaurs. Each side-scrolling stage pits either Fred or Barney against typical platform foes while they collect objects for points. Don't expect much in the way of story—Fred must make his way home after a hard day at the quarry or Barney must find Bam-Bam. Long stages wind up with a battle against a big boss. Between action stages, you'll get a chance to win bonus points in simple puzzle games like Bam-Bam's Cracks 'N' Crosses, which is really Tic-Tac-Toe. If you want a challenge, you probably won't want this game. But if you want a decent little action romp that won't strain your brain or thumb, you might take a look.

+ Good graphics. Simple play, but lots of it, for younger gamers. Select extra lives and continues.

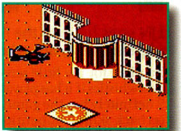
− Very slow action and limited play control.

JUNGLE STRIKE

Game Boy

Company.............**Malibu**
Release Date.......**June 1995**
Memory Size.......**2 Megabits**

Take the fight to the terrorists' home base in this classic combat game from Malibu.



EA's aerial helicopter combat game comes to Game Boy in this licensed version from Malibu. Unlike Desert Strike, which was reviewed earlier this year in Power, Jungle Strike doesn't make use of Super Game Boy enhancements. But when it comes to game play, Jungle Strike is a clear winner over the earlier game. The plot begins with a terrorist incursion in Washington, D.C. Your job as the army's top gun Apache pilot is to track the terrorists and blow them away. You'll be armed with Hydra and Hellfire missiles plus guns. Play controls can be set for Momentum or No Momentum. As in Desert Strike, you must also choose a co-pilot. The skills of each of these helpers will affect your mission, since the earlier guys are clowns and the later co-pilots are gun-slinging, crane-cranking gods. In all, you'll have five campaigns plus separate objectives in each for a total of 34 missions. In two of the campaigns you can even find special vehicles—a motorcycle and hovercraft—to use while dodging enemy bullets. This month's Power review will take you into the fire zone.

+ Play control is good—a big improvment over Desert Strike.

− Not as challenging as the Super NES Desert Strike game, but longer than the Game Boy Desert Strike game. No Super Game Boy enhancements.

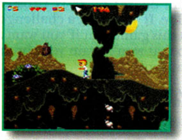
MIGHTY MAX

2-Player

Company ....**Ocean**
Release Date ....**March 1995**
Memory Size ....**8 Megabits**

Frantic action takes over the video screen when Mighty Max tries to save the world.

Mighty Max and his friends find themselves trapped in a mad world created by the evil Skullmaster who has hidden pieces of a horrific weapon in five worlds. Max, Felix and Bea must conquer side-scrolling stages including Volcano, Space Station, Inca and Water areas. In each area you can collect an assortment of power items while avoiding and stunning enemies. Foes never disappear, however, so you have to move on before they come back to their senses. You'll also find mechanisms—machines like See-Saws and Balloons—that will help you through an area. You'll need all the help you can get because the action never stops. Max's jumping ability is pretty amazing, but it isn't easy to control and you'll jump into trouble as often as you'll escape from it. When you team Max with a friend in the two-player mode, you'll find yourself in a horizontally split screen. The action takes on an even greater frenzied feel with only half the screen view, which isn't necessarily an improvement.



+ Challenging. Choice of paths.

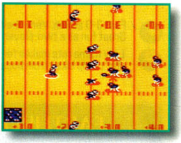
– Small characters. Confusing game play.

NFL QUARTERBACK CLUB 2

Company ....**LJN**
Release Date ....**May 1995**
Memory Size ....**2 Megabits**

LJN goes back to the NFL for a Game Boy pigskin brawl, but where are the quarterbacks?

Football for the little screen doesn't need a lot of bells and whistles if it has playability. NFL Quarterback Club 2 definitely has the game, but it doesn't have the quarterback skills competition like its big brother for the Super NES. This is a stripped-down football game that concentrates on quick and easy play. The Xs and Os option reduces the game to a strategic battle in which the players are clearly denoted with moving Xs and Os instead of little sprites of characters. Even in the regular Player mode, your options are limited to choosing the length of quarters and one of two skill levels. There are no seasons or special modes of play, just one player challenging the computer. On the other hand, you've got 28 NFL teams to choose from and each team is ranked in four skill categories: passing, running, tackling and coverage. The two new expansion teams were not included. Like most video football games, it's easier to pass for yardage than run for it in NFL QB Club 2. Unfortunately, you can't see your receivers to control them on deep patterns since they run off the screen. Short passes are a breeze. The Xs and Os option may use simple graphics, but it's also easier to play and is highly recommended as an interesting variation.



+ Easy to pick up and play. Interesting Xs and Os option. Quick learning curve. Good play selection.

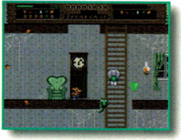
– No Super Game Boy enhanced features. Some plays, like deep passes, can be difficult. Limited options.

PACKY & MARLON

Company ....**Raya Systems**
Release Date ....**June 1995**
Memory Size ....**8 Megabits**

Packy and Marlon teach the important facts about living with diabetes.

Two fun-loving elephants teach proper precautions and dietary practices for people with diabetes in Raya Systems' latest game from the Health Hero series. The game play involves traditional platform action for one or two players. Packy and Marlon are both elephants with Dumbo-like ears that help them glide through the air. The predicament for these pachyderms is that rampaging rodents have stolen all the medical supplies at Camp Wa-kee and scattered them throughout the region. The elephants must collect the lost supplies and eat enough of the proper foods to keep their BG (Blood Glucose) at the right levels. Helpful creatures quiz you at infrequent points along the way, making sure that you ve learned the important warning signs of diabetes, and how to respond to them. You must check your BG levels often to keep yourself healthy enough to continue the adventure. The game includes options for text in English, French, or Spanish.



+ A valuable teaching aid for kids and adults who are learning to live with diabetes.

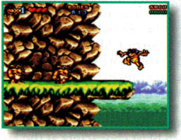
– Stiff play control, simple game design and graphics all leave a lot to be desired.

PREHISTORIK MAN

Company ....**Nintendo**
Release Date ....**June 1995**
Memory Size ....**8 Megabits**

Prehistorik Man is no fossil, but he must fight through hop and bop levels filled with dangers and challenges from the dawn of time.

One morning in prehistory, Sam the caveman arrives home to find his tribe's food stores ransacked by greedy dinosaurs. On the advice of the village elder, Sam heads off to the dinosaur graveyard on a quest to save the village. He'll receive help along the way from the blacksmith, the hunter, the inventor and even the elder's daughter. The help he receives can come in many forms. For Example when Sam presents the inventor with a rare lion skin, the inventor builds Sam a hanglider to soar through the stage, collecting diamonds and fast food. Prehistorik Man features far more variety than most platform games. Sam uses many different weapons, tools and modes of movement. He also has a tremendous shout that will wipe out all the enemies on the screen. The main task varies for each of the 23 stages and often Sam's abilities are enhanced to help him through special terrain areas. There are even shops where you can buy information or save your progress. Prehistorik Man combines many of the best features of platforms games like hidden passages and lots of jumping techniques with fun characters and a variety of missions. Don't miss this month's review.



+ Good graphics, play control, lots of variety. Great fun, especially in certain stages where you have special abilities.

− The challenge isn't very high and 23 levels of platform gaming can become tedious. Limited save feature requires that you leave the Game Pak in the Super NES.

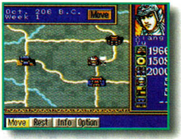
RISE OF THE PHOENIX

Super NES

Company ....**Koei**
Release Date ....**April 1995**
Memory Size ....**12 Megabits**

China is the prize. You are the contender, along with another great warlord. Only one of you will leave this historical battlefield alive.

Koei's popular war-strategy series of games gets a facelift with Rise of the Phoenix, which concentrates on military tactics more than economic models. The result provides a faster, more intuitive game experience than many previous Koei historical RPGs. The setting for this epic battle is third-century China. The emperor, Shi Huangdi, has passed on, leaving two mighty opponents to piece together the shattered empire. Each of the four scenarios begins at a pivotal event in the struggle, tipping the balance of power toward one of the two generals. The game turn is divided into a Move Phase and Plan Phase. Planning may involve training troops, increasing productivity, engaging in diplomacy and other activities. One of the many innovations in Rise is the importance of supply lines, which must be maintained in order to insure that all of your cities receive supplies. If you like strategy games with an historical edge, don't miss this month's Epic Center review.



+ Very challenging. A new interface that breaks from the traditions of the Romance and Nobunaga series.

− Still quite complex. Novice players may have difficulty.

STAR TREK: DEEP SPACE NINE CROSSROADS OF TIME

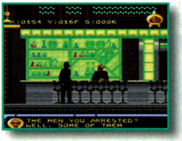
Super NES

PASS WORD

Company ....**Playmates**
Release Date ....**June 1995**
Memory Size ....**16 Megabits**

The Star Trek adventure continues with Playmates' long-awaited Deep Space Nine: Crossroads of Time.

Commander Sisko is beset by Bajoran terrorists and a crew of Cardassians on the station. Since Bajorans and Cardassians mix about as well as oil and water, you can bet trouble is stirring. All the major characters from the Fox TV show are on board: Dax, Quark, Major Kira, O'Brien, Garak and Odo. Through intrigue, battles and plot twists, Sisko and his crew must get to the bottom of the many mysteries that crop up. Playmates has done an excellent job of blending action and adventure elements. Players spend much of the time rushing around the station and other areas looking for clues, but dangerous characters, traps and puzzles are never far away. Although the game play is linear—one response triggers the next clue and so on—the game feels as if a story is unfolding. As for action, you'll have to master interior side-scrolling stages as well as shooting stages with starships. The scenes take you from Deep Space Nine through the wormhole into the Gamma Quadrant. Later, you'll visit Bajor and even travel back in time to the Borg attack at Wolf 359. During some missions, you'll take over the role of other DS9 officers such as Odo or Major Kira, but most of the time you'll control Sisko. This month's Power review includes extensive maps for navigating the game.



THE MEN YOU ARRESTED? WELL, SOME OF THEM

+ Good game design. Faithful to Star Trek DS Nine license. Engaging.

− Play control and hit detection could be better. Not much replay value once you've finished it. Confusing background graphics in some areas.

SUPER R.B.I. BASEBALL

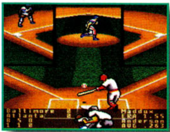
Super NES

PASS WORD

Company ....Time Warner
Release Date ....June 1995
Memory Size ....8 Megabits

The classic R.B.I. Baseball series returns to the Nintendo ball park with this packed Pak.

Super R.B.I. Baseball brings the long tradition of Atari baseball games to the Super NES for the first time. The baseball action utilizes traditional perspectives for offense and defense. At the plate, you'll see the pitcher facing you and the infielders in separate windows to the left or right. If you lay some wood on the ball, the view switches to an overhead view for the defensive player. The long list of options include Single Game, Best of Seven series, League Schedule, and All-Teams, in which you play everyone in the AL and NL. Players have another long list of special modes, such as Team Creation, Home Run Derby, Game Breakers, Stadium Tour, View Teams, and Practice Defense. The Team Creation option is cool, since the MLBPA license and all the major league players are included in the game. It's even more interesting since Super R.B.I. also includes championship teams dating back to 1989 and All-Star squads. As for strategies, you can change your defensive positions in the outfield, but you can't shift your infield positions. One of the more impressive elements of the game is the physics of ball movement, including bounces and ball speed. The physics of player movement isn't as impressive, and the AI will often make poor decisions on both offense and defense. Overall play doesn't compare to the experience of Ken Griffey Jr. Presents Major League Baseball or MLBPA Baseball. We'll take a closer look at Super R.B.I. Baseball in an upcoming Sports Scene.



+ Lots of options. MLBPA license. Good sound.

− Simple character graphics. Slow base running speed. Difficult hitting control.

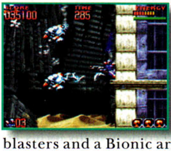
SUPER TURRICAN 2

Super NES

Company ....Ocean
Release Date ....June 1995
Memory Size ....16 Megabits

The Turrican sci-fi action series returns, looking more like a winner game than ever.

One man crashes on a desolate planet where an army of machine beings has decimated the civilization. Fortunately, that one lost spacer happens to have a Turrican battle suit—the equivalent of an armored division. Ocean's sci-fi action game combines excellent graphics, music and action for one of the better blaster romps since Super Metroid. Armed with a wide assortment of blasters and a Bionic arm reminiscent of Bionic Commando, you'll run, shoot, jump, climb and swing your way through four stages. Some stages feature vehicles and Mode 7 perspectives to add to the variety of the action. You'll have to blast characters at the end of each level. You have unlimited continues within each stage, but there is a time limit that keeps ticking down, which puts a slight sense of urgency to your moves. Action fans will eat up the constant fire fight, but they may want more challenge. Don't miss the action in this month's Power review.



+ Excellent graphics and variety of stages and action throughout the game. Good play control. Cool bionic arm and lots of weapons. Some Mode 7 areas. Good music and sound effects.

− The game is far too short. You can fire only to the left and right, not up or at angles. Not enough places where the Bionic Arm is necessary. Another four, eight or twelve levels would have been great.

TRUE LIES

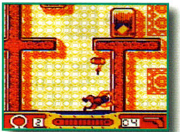
Game Boy

PASS WORD

Company ....LJN
Release Date ....May 1995
Memory Size ....2 Megabits

More terrorists, more trouble, more Arnold. It all adds up to be more True Lies, this time for Game Boy.

Harry Tasker begins his mission to rid the world of a gang of ruthless nuclear kidnappers by hooking up a modem in a Swiss chalet. In a nutshell, that's how True Lies for Game Boy plays out. In each of the six areas of the game, Harry must explore an area and perform some task to foil the sinister plots of Aziz. This version of True Lies remains true to the Super NES game, but the enemies and area maps may vary. The overhead perspective limits your field of view so that nearby enemies remain invisible until you're almost on top of them. In other words, you have to be on your toes at all times. Harry finds extra weapons, ammo and medical kits scattered about, but you must make his supplies last as you search through the rooms of the chateau or the docks for Aziz's men.



+ Good play control and game design.

− No Super Game Boy enhanced features. Lots of people, including innocent bystanders, get shot, resulting in a Teen rating.

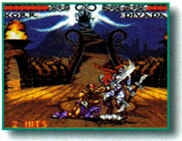
WEAPONLORD

Super NES

Company ....Acclaim
Release Date ....May 1995
Memory Size ......16 Megabits

The DemonLord has gathered the greatest weapon masters from the barbarian lands for the ultimate duel to the death.

Namco's WeaponLord plunges you into a barbarian world of flashing swords and pagan temples. Created as a tournament fighter with the emphasis on two-player action, the game also serves up a challenging Story Mode that takes you through the seven other fighters, including the DemonLord at the end. The characters include a mix of standard barbarian types like Korr and Zorn, some Wagnerian amazons like Divada, Talazia and Jen-Tai, who have magical moves, and beastial badguys like Bane and Zarak. It's a good mix, with some very cool looking special moves and settings, from the deserts to the icy mountains. Namco, and the development team at Visual Concepts, loaded this fight-fest with extras—extra moves, extra modes, and extra codes. Some special passwords will be given to players who successfully challenge the field and defeat the DemonLord. In the vs. Mode, up to eight players can enter a tournament set for single win advancement or matches with the winner of three, five or seven matches moving on to the next round. Action in the tournament arena moves swiftly. If you do nothing but attack, you'll leave yourself open to vicious strikes, thrusts, kicks and other blood-spilling dangers. The key is mixing block moves with aggressive special attacks. This is a game in which you can spend hours learning techniques and still get your ego handed back to you on a platter along with your head.



➕ Good variety of moves. Challenging techniques. Cool graphics and concept.

➖ Intelligence of computer opponent is set very high.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
BASS MASTERS	3.6	3.1	3.6	3.4	✭	K-A	FISHING
DIRT TRAX FX	3.4	3.5	3.8	3.6	✪	K-A	MOTOCROSS
EARTHBOUND	3.6	3.8	4.0	4.0	✳✫	K-A	RPG
THE FLINTSTONES—THE MOVIE	2.9	3.0	2.8	2.9		K-A	ACTION
JUNGLE STRIKE	3.0	2.8	3.0	3.0	☆✭	K-A	COMBAT
MIGHTY MAX	3.2	2.6	2.4	2.9		K-A	ACTION
NFL QUARTERBACK CLUB 2	2.8	2.8	3.0	2.8		K-A	FOOTBALL
PACKY & MARLON	2.8	2.9	2.5	3.5		K-A	EDUTAINMENT
PREHISTORIK MAN	3.8	3.6	3.4	3.6	☆✪✳★	K-A	ACTION
RISE OF THE PHOENIX	2.9	2.6	2.9	3.3		K-A	STRATEGY
STAR TREK: DEEP SPACE NINE	3.3	3.4	3.5	3.4		K-A	ADVENTURE
SUPER R.B.I. BASEBALL	2.8	2.8	2.8	2.7		K-A	BASEBALL
SUPER TURRICAN 2	3.6	3.6	3.4	3.1	✳	K-A	ACTION
TRUE LIES	3.0	3.0	3.2	3.0		T	ACTION
WEAPONLORD	3.7	3.3	3.7	3.5	✪	T	TOURNAMENT FIGHTING

ICON KEY

1 PLAYER MODE	MULTI-PLAYER ALTERNATING	MULTI-PLAYER SIMUL	PASS WPRD	BATTERY BACK-UP
GAME LINK	SUPER GAME BOY	SUPER FX	SUPER MOUSE	SUPER SCOPE

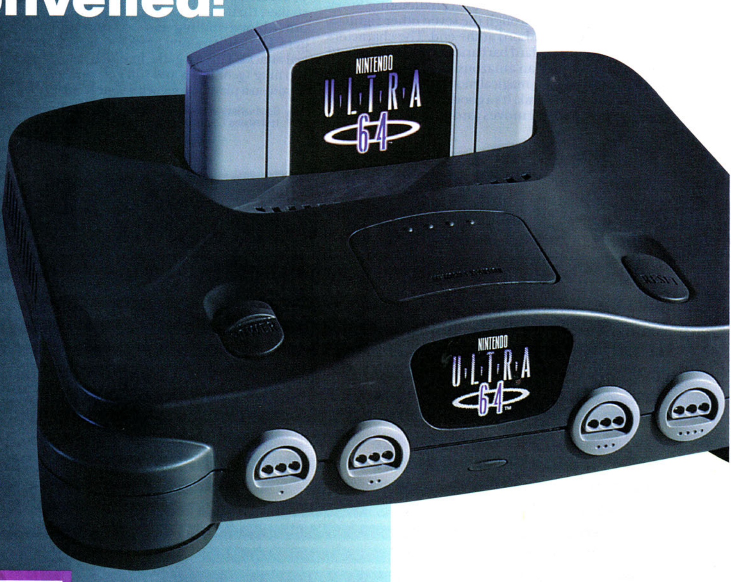
Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott** ....Sports, Simulations, Adventures
★ **Leslie**....RPGs, Puzzles, Adventures
✫ **Jeff**......Action, Sports, Fighting
✭ **Jon**.......Fighting, Simulations, RPGs
✳ **Dan**.......Action, Adventures, Puzzles
☆ **Terry**....RPGs, Simulations, Sports

IDSA Ratings:

These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include:EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature(17+), A=Adult(18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

Nintendo Ultra 64 Unveiled!



The wraps are off on the ultimate high-end video game system—the Nintendo Ultra 64. You are looking at the first published photos of this 64-bit beauty. Talk about sleek. This baby is a Porsche, from the subtle curves to the four controller ports. As you can see, the Game Paks connect through the slot on top of the unit as in the Super NES and the charcoal finish looks as sophisticated as the Silicon Graphics, Inc. technology hidden inside. It's the perfect balance of power and beauty which, incidentally, is what the Nintendo Ultra 64 will deliver more than any other game system.

The chipset is completed and the console is finished. All that remains to be done is to create a launch library of software, and that's in the works at Nintendo and the other exclusive Dream Team companies. The official release date for the NU 64 in North America has been set for April 1996. Programmers will use the few extra months of development time to discover more of the wonders of the NU 64 hardware and incorporate them in their games. Like a wise man once said, he who waits patiently reaps the harvest of **the most awesome, mind-blowing video game hardware on the planet.**

CHIPSET · COMPLETE

CONSOLE · COMPLETE

RELEASE DATE · APRIL 1996

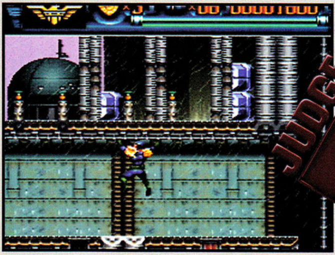
NINTENDO ULTRA 64™

Tom Jermoluk, president and CEO of Silicon Graphics Inc.: "From the start, Silicon Graphics has had a vision of what we could do if we dedicated the power of our technology and our experience creating computer graphics solely to the purpose of making video games. With the graphics and audio generated by the final chipset, I'd say that even we're amazed. Now this breakthrough 3D graphics technology needs to be translated into video games which take full advantage of the power of the Silicon Graphics® /MIPS® chip."

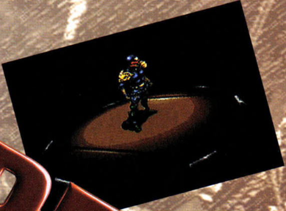
Tim Stamper, managing director of Rare Ltd. and designer of *Donkey Kong Country*: "Once the world's video game developers spend time exploring this incredible Nintendo Ultra 64 chipset, you'll see gaming jump far beyond anything that currently exists on any platform."

PAK WATCH

THE *INSIDE* SOURCE ON FUTURE GAMES

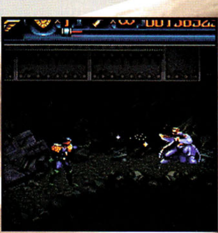


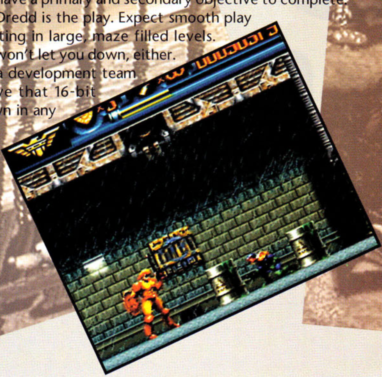
JUDGE DREDD

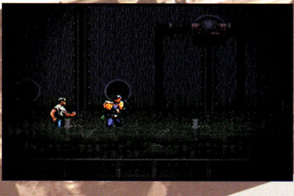


ACCLAIM

Judge Dredd performs the duties of judge, jury, and, if you're in a mean mood, executioner. Based on the comic book series and this summer's action movie starring Sly Stallone, Judge Dredd combines cyberpunk elements with a hail storm of lead. Acclaim went to Probe for the development on this action game. A great choice, as it turns out. Probe also created the highly acclaimed (pardon the pun) Alien^3. In Judge Dredd, you play the roll of the heavily armed man of justice, wading into criminal zones with only your wits and the will to turn lawless thugs into whimpering, crawling, repentant sheep. You'll communicate via com link with Justice Central to keep track of your mission objectives. In each of 12 stages, you'll have a primary and secondary objective to complete. But the hottest part of Dredd is the play. Expect smooth play control and lots of blasting in large, maze filled levels. The graphics and sound won't let you down, either. This is a class act from a development team that continues to prove that 16-bit games can hold their own in any court.



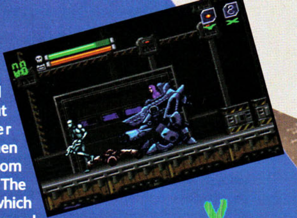




PAK WATCH

EXCLUSIVE

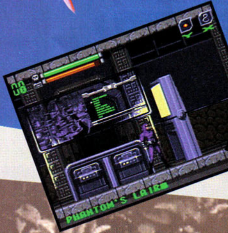
FIRST LOOK

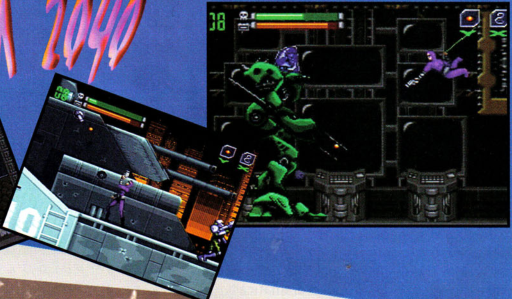


Another comic book hero will make his debut on the Super NES later this year when Phantom 2040 hits the streets. Viacom takes a dramatic step forward in quality with this title. The Phantom, like Batman, uses great toys to accomplish his work, which is to keep America safe from super fiends. The Phantom's arsenal includes lots of shooters, a cool spinning jump, and a grappling line similar to Samus' grappling beam in Super Metroid. In fact, Phantom 2040 has a similar feel to Super Metroid. The play is semi-linear so you can move about within the 16 game areas and between areas. Another similarity between Super Metroid and Phantom 2040 is that you can switch weapons by selecting them from a sub-screen. The cinema sequences also look terrific, but you can choose a summary option that skips through most of the story if you want to speed things up. This will be one to check out when it is released this August.

VIACOM

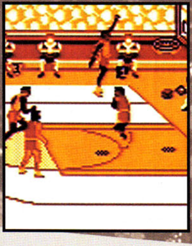
PHANTOM 2040


PHANTOM'S LAIR

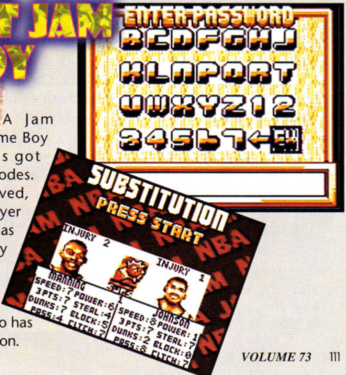


acclaim

TOURNAMENT JAM ON GAME BOY



Believe it or not, NBA Jam Tournament Edition for Game Boy looks and plays great. It's got speed, moves, and special codes. The final version, just received, includes the same three player lineups and six combinations as in the Super NES version. Play control is also sharp, but you have to use the Start button for Turbo, which can make for a stretch. This version also has a four-player alternating option.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BCDFGHJ
KLMPQRT
VWXYZ12
34567←EN
SUBSTITUTION
PRESS START
INJURY 2
MANNING
SPEED:7 POWER:6
3PTS:7 STEAL:4
DUNKS:7 BLOCK:5
PASS:4 CLTCH:7
INJURY 1
JOHNSON
SPEED:8 POWER:1
3PTS:7 STEAL:7
DUNKS:2 BLOCK:8
PASS:8 CLTCH:7
NBA

I·N·S·I·D·E·R·U·P·D·A·T·E

RARE NEWS

Nintendo and **Rare**, the developers of *Donkey Kong Country* and *Killer Instinct*, have decided to strengthen their already close bonds with Nintendo purchasing 25% of the British company. This marks the first time that Nintendo has invested in a game developer outside of Japan and it reflects the extraordinary quality of Rare's developmental talents. The multi-million dollar capital investment will be used by Rare to expand its state-of-the-art development studios in Twycross, England. Rare plans to grow from its current size of 80 programmers and artists to 250 over the next two years. For gamers, this is like the opening of a new pipeline of the most advanced games for the Super NES, Nintendo Ultra 64, Game Boy and Virtual Boy. Expect a flood.

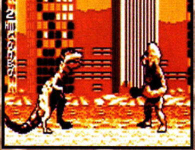
RAREWARE
Nintendo

XBAND PRICE BREAKS

The people at **Catapult**, the makers of the XBAND game modem for the Super NES, have set a new price structure for the XBAND service as well as the modem itself. The good news is that the prices have dropped dramatically. The XBAND modem is now set to be released with a suggested price of $29.95. Monthly service will be available in two packages. For $9.95 you can get unlimited monthly connection time and game play credits or, for a mere $4.95 per month plus a one-time installation charge of $2.75, you get 50 game play credits. On the $4.95 plan, you'll also be able to purchase extra credits for 15 cents.

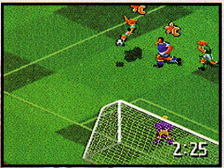
PRIMAL RAGE

If you're into snapping jaws and prehistorik gladiators, *Primal Rage* is the game for you. The Game Boy and Super NES versions of this paleo-puncher should be out early this fall. **Time Warner** let us sink our teeth into the Game Boy version first, but we'll be checking out the Super NES game very soon. What we found in the handheld Primal Rage was a game filled with biting and tail thrashing. The dinos don't have quite the flexibility of their human counterparts in *Mortal Kombat*, but MK's winners don't get to eat the losers, proving that in some cases you can have your cake and eat it too.



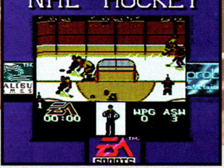
HEAD ON SOCCER

One can almost imagine the moment of inspiration for **U.S. Gold's** *Head On Soccer*. Someone was looking through the library of 17 Super NES soccer games when it came to them in a flash. "Gee, if I only had a soccer game with lots of yelling and really terrible goalkeepers THEN I'd be happy." The problem is that this soccer game has nothing going for it except a four-player option, which you can get already with *FIFA International Soccer*—one of the rare quality soccer games that features a minimum of crowd noise and competent goalkeeping. If you're desperate to boot a new ball or add to your growing collection, wait for **Konami's** *International Superstar Soccer 2*, due out this fall and likely to be the best (and possibly the last) soccer game for the Super NES.



NHL HOCKEY '95

Another classic sports title from EA Sports is coming to Game Boy thanks to **T*HQ**. This time around it's a Super Game Boy version of *NHL Hockey '95*. Although this is just a one-player game, it shares most of the options with its big brother for the Super NES including playoffs, regular season, and a shoot-out mode. The real NHL team logos are present, but the players aren't. Still, the fake players have been ranked in 15 categories, mak-



ing it possible to shift your lineup strategically. The graphics are particularly sharp, but the animation seems slow, particularly at first. After playing for several periods, we found that the speed of the game didn't detract from the experience. In fact, the slower speed made it easier to keep track of your active player, so the final balance between good graphics and animation speed turned out to be okay.

MORE GAME NEWS

Tecmo has revealed that it will combine the three original *Ninja Gaiden* games into a single Super NES Game Pak for release this year. We applaud the gesture since Ninja Gaiden is one of the all-time classic action games featuring awesome play control, great challenge and lots of variety. The three games are said to be enhanced for the Super NES, but they remain essentially identical to the original NES titles in their layouts.

Bandai plans to keep pumping out the *Mighty Morphin Power Rangers* games throughout the year. *Mighty Morphin Power Rangers—The Movie* for Super NES and Game Boy will be followed by *Mighty Morphin Power Rangers—The Fighting Edition* this fall.

Activision recently signed an agreement with **Shiny Entertainment** for the joint development of a new action game engine. Shiny, known for its innovative graphic techniques and creative game designs in *Aladdin* and *Earthworm Jim*, will create an engine for 3-D action suited for the next generation game platforms including the Nintendo Ultra 64.

Cutthroat Island is the latest movie-based game to be announced from **Acclaim**. The development team worked alongside the production crew on locations as the swashbuckler was filmed. The action game should be released this fall with a treasure hunt promotion that will send contest winners on a real treasure hunt in the Florida Keys. Also from Acclaim, *Judge Dredd* for Game Boy just showed up, and it does a fine job of reproducing the action play of the Super NES game.

RELEASE FORECAST

Super NES

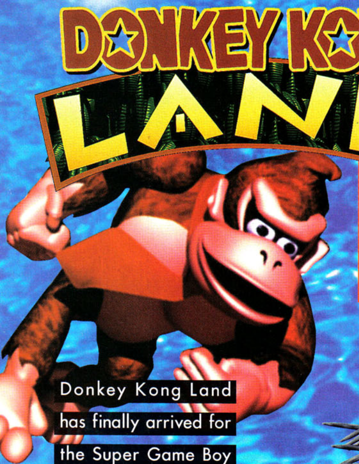
Batman Forever	Fall '95
Battletech	Fall '95
Big Sky Trooper	Fall '95
Boogerman	Summer '95
Breath of Fire II	Fall '95
Castlevania Dracula X	Fall '95
Cutthroat Island	Fall '95
DKC 2: Diddy's Kong Quest	Fall '95
Doom	Fall '95
Earthworm Jim 2	Falll '95
FireTeam Rogue	Summer '95
Frank Thomas: Big Hurt Baseball	Fall '95
FX Skiing	Fall '95
Head On Soccer	Summer '95
Izzy's Quest for the Olympic Rings	Fall '95
Judge Dredd	Summer '95
Jungle Strike	Summer '95
Kid Kirby	Fall '95
Killer Instinct	Fall '95
Mortal Kombat 3	Fall '95
Mutant Chronicles	Fall '95
Ninja Gaiden Trilogy	Fall '95
Oscar	Summer '95
The Phantom 2040	Summer '95
Primal Rage	Summer '95
Realm	Summer '95
Revolution X	Fall '95
Syndicate	Summer '95
Tecmo Bowl III: Final Edition	Fall '95
Tecmo Secret of the Stars	Summer '95
WeaponLord	Summer '95
Whiz	Summer '95

Game BOY

Aladdin	Fall '95
Animaniacs	Summer '95
Asteroids/Missile Command	Summer '95
Centipede/Millipede	Summer '95
Donkey Kong Land	Summer '95
Galaga/Galaxian	Summer '95
Earthworm Jim 2	Summer '95
Judge Dredd	Summer '95
NBA Jam Tournament Edition	Summer '95
NHL Hockey '95	Summer '95
Primal Rage	Summer '95
Return of the Jedi	Fall '95
Street Fighter II	Summer '95
World Heroes 2 Jet	Summer '95

COMING NEXT ISSUE

JULY 1995 VOLUME 74



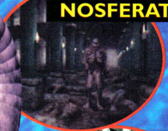
DONKEY KONG LAND

Donkey Kong Land has finally arrived for the Super Game Boy and it looks great! Be sure to catch the first in-depth feature on the first Game Boy game to use the ACM rendering technique. If you miss it, you'll miss out on one of the best games to ever hit the Game Boy!

JUDGE DREDD

JUDGE DREDD, THERE IS A BLOCK WAR IN PROGRESS AT HEAVENLY HAVEN TOWER - JUDGE HERSHEY HAS REQUEST

NOSFERATU



JUNGLE STRIKE

EPIC CENTER

Epic Center goes to Japan next month! Discover the titles that have made Role Playing Games the hottest rage in Japan. This is one special feature that RPG fans won't want to miss!

NP DOES E^3

By now you've most likely heard some of the rumors from the big E^3 show in Los Angeles. Get an insiders view of the show, including shots of many of the top titles from the show!

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain the following exciting reviews:

Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).

Volume 59 (Apr. '94): Ken Griffey Jr. Presents MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2097, Time Trax, Turn and Burn: No Fly Zone, Pinball Dreams, Super Pinball, Super Metroid Preview, Prehistorik Man, Walt Disney's the Jungle Book (NES).

Volume 60 (May '94): Super Metroid, The King of the Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Volume 62 (July '94): Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '94): Stunt Race FX, Lord of the Rings- Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robo Cop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

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Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack (Game Boy).

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (Game Boy), Daffy Duck: The Marvin Missions, Madden '95 (Game Boy).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King (Part 2), Sports Scene, Wolverine, seaQuest DSV, Desert Strike: Return to the Gulf (Game Boy). Super-Punch Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (April '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Code Special, Latest News on the Ultra 64, Banana Bucks, Secret of Evermore.

Volume 72 (May '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour, Mortal Kombat 3 Sneak Preview, X-Band Modem, Nintendo Power Online.

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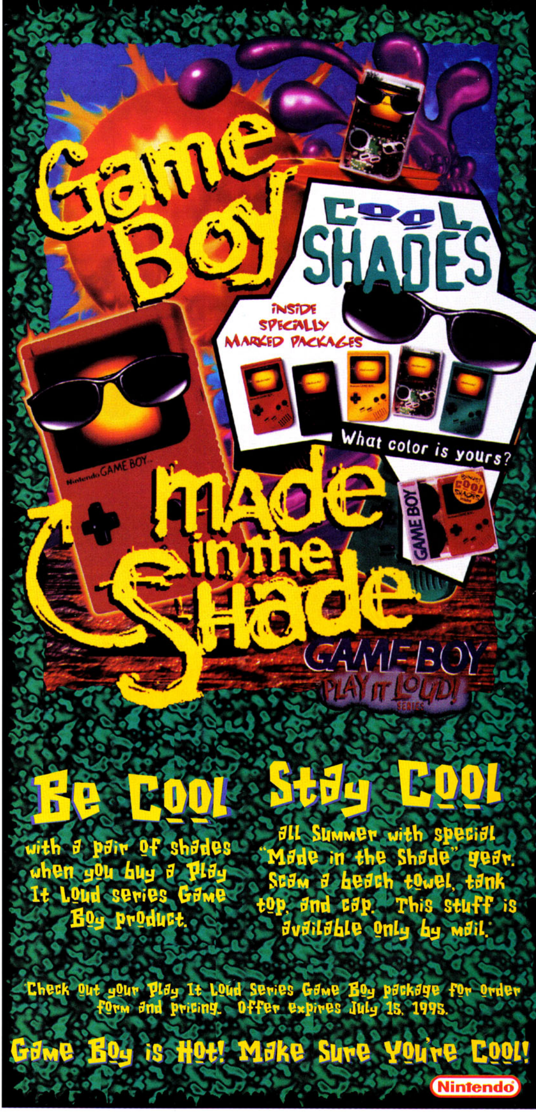
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